Quests

OVERVIEW

Quests are optional tasks that show up throughout the game. Quest availability usually hinges on Mission (storyline-related task) completion, though some Quests have other Quests as prerequisites too.

Complete Quests to increase Vat capacity, to earn Cash and Overcharge, and to unlock special weapons, Amps, Traps, and costume items. Several Quest chains also lead to Achievements on completion.

ACT 1

BREAKING BOOZE

Old Factory District — Prerequisites: Complete “Amptastic!”

1 Head from the brewery home base to the building just across the street to the east to start this Quest. Local distiller Jess needs some help setting up a brew operation in a construction yard down the road. He doesn’t have the muscle on his own to clear out the OD and Scabs he’s worried have overrun the place.

2 Head to the construction site just to the east and get ready to squash a bunch of OD. The site has plenty of grindable girders, fences, and wires, in addition to lots of bounce-able tarps and nets. The Flaming Compensator makes short work of OD. Clear all of the OD from the site, including a wave of Poppers that rushes you toward the end.

3 The Scabs are coming! Jess clears you to use his ethanol barrels as explosives, if you like. You can pick them up with Y and throw them with RT. Tossing these at Scabs will naturally kill them. You’ll have to deal with two large waves of Scabs who are coming for Jess’s recipe. There’s more business competition than you’d think in a city falling apart, isn’t there? Clear out all the Scabs to receive the reward.

The yellow barrels strewn about provide a free Scab-removal solution. Pick up and throw them or shoot them when Scabs stand nearby.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1500	2000	—
Replay Rewards	$5000	—	—

ACT 1

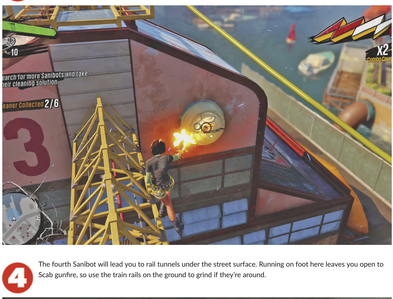
BREWERY UPGRADE

Old Factory District **Prerequisites: Complete "Amptastic!"**

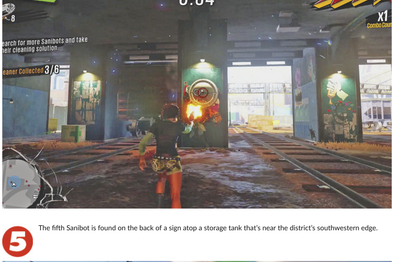
1 Floyd needs you to collect industrial cleaner from six Fizzco Sanibots, starting with the one located where the Quest begins, on the brewery's grounds. One or two shots from Dirty Harry or Flaming Compensator will bust open one of these domed cleaning units, which allows you to pick up the solution that falls out. This Quest also serves as a sort of tour across most of the Old Factory District. It's a chance to get familiar with the landscape while leveling weapons and collecting Amp currencies.

2 The second Sanibot is east of the brewery, on a column in a construction site. As you traverse the Old Factory District looking for Sanibot industrial cleaning solution, you'll surely run into many patrolling Scabs, looking to loot and take survivors captive. Stay moving to avoid their gunfire, and remember that bullet-based weapons are best against people, so Dirty Harry is a one-shot kill against Scabs.

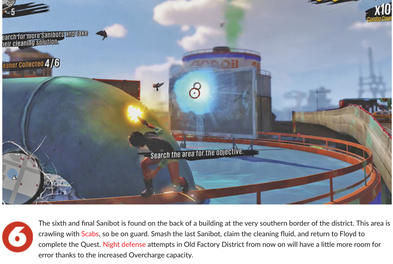
3 The third Sanibot is located farther east, on the side of an industrial building along the water on the Old Factory District's edge.



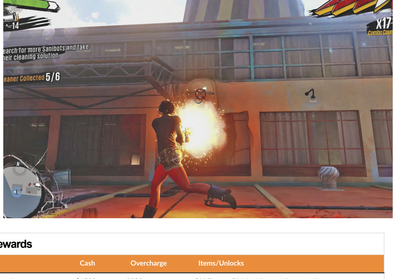
4 The fourth Sanibot will lead you to rail tunnels under the street surface. Running on foot here leaves you open to Scab gunfire, so use the train rails on the ground to grind if they're around.



5 The fifth Sanibot is found on the back of a sign atop a storage tank that's near the district's southwestern edge.

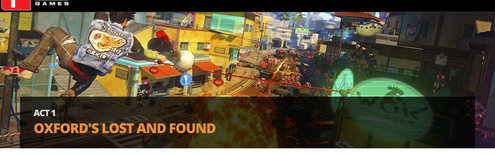


6 The sixth and final Sanibot is found on the back of a building at the very southern border of the district. This area is crawling with Scabs, so be on guard. Smash the last Sanibot, claim the cleaning fluid, and return to Floyd to complete the Quest. Night defense attempts in Old Factory District from now on will have a little more room for error thanks to the increased Overcharge capacity.



Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1500	2000	Old Factory District Vat capacity upgrade
Replay Rewards	$5000	—	—



ACT 1

OXFORD'S LOST AND FOUND

Old Factory District **Prerequisites: Complete "A New Friend"**

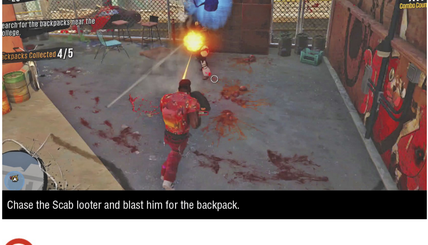
1 The Oxfords lost their swanky backpacks when the city went Overcharge-crazy. Lucky for them, they had the forethought to GPS-chip their backpacks, which are surely brimming with crucial survival gear. Even luckier, now here you are to play lost and found. The general location of all five backpacks will appear on your map. You can collect them in any order. Three of the backpacks can merely be picked up with no fuss (unless you count the thousands of OD swarming the college campus a "fuss").

You'll find a backpack filled with sweaty pink polos on the same basketball court where Walter showed you how to use the Nick Hornby novel that was turned into a John Cusack film that was turned into a lethal record-tossing firearm.

You'll find a backpack containing a Rasta hacky-sack next to a dumpster in an alley.

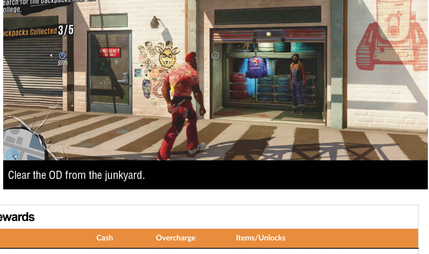
The backpack containing the all-important almond-scented hand cream can be found stuck in a tree on the college grounds.

2 Two backpacks require a little more work. One of them seems to be sitting unclaimed in a parking lot, but when you try to snatch it, a looting Scab runs by and claims it for himself. You'll have to chase the Scab and kill him and his friends to claim the bag. After a little chase, he'll end up running into an alley just slightly south of the parking lot in which you first find the bag. Feed the Scabs some lead and reclaim the unusually-heavy backpack, which contains a foot spa.



Chase the Scab looter and blast him for the backpack.

3 Finally, the backpack farthest to the south has already been claimed by another survivor taking refuge in a junkyard garage. Clear out the OD infestation in the junkyard and he'll give up the reeking backpack, which contains lots of Fuse body spray cans, including their hit "Midnight Jungle Cat Panther" scent. Return to the Oxford NPC at Sasquatch and Friends after all backpacks have been collected.



Clear the OD from the junkyard.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1500	$2000	Costume item: Oxford Backpack
Replay Rewards	$4000	—	—

ACT 1

HELP A HOBO

Old Factory District **Prerequisites: Complete “Bora Bora Water”**

1

Reginald the hobo can be found to the south, in a railcar near the Bora Bora Water Facility. He wants to make his home elsewhere, but he wants a train engine as his moving van, and asks you to find one for him.

Reggie can be found living out of a railcar to the south.

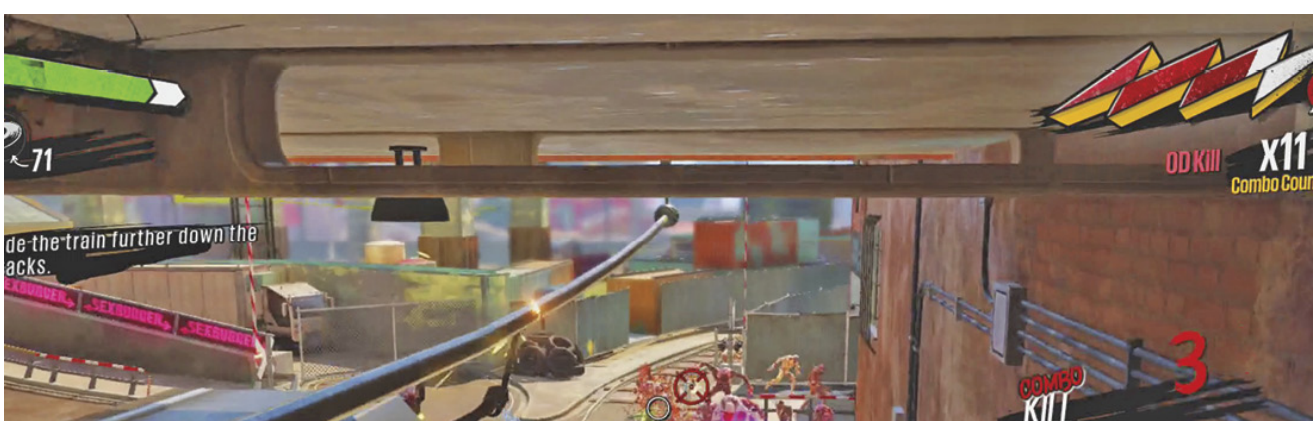
2

The train yard just north of “red-caboose Reggie” will almost surely contain a train engine, but it will almost surely also contain an occupation of Scabs. Head to the train yard with weapons at the ready and clear out the Scab presence. Once the Scabs are all dead, Reggie can ride out with the train engine.

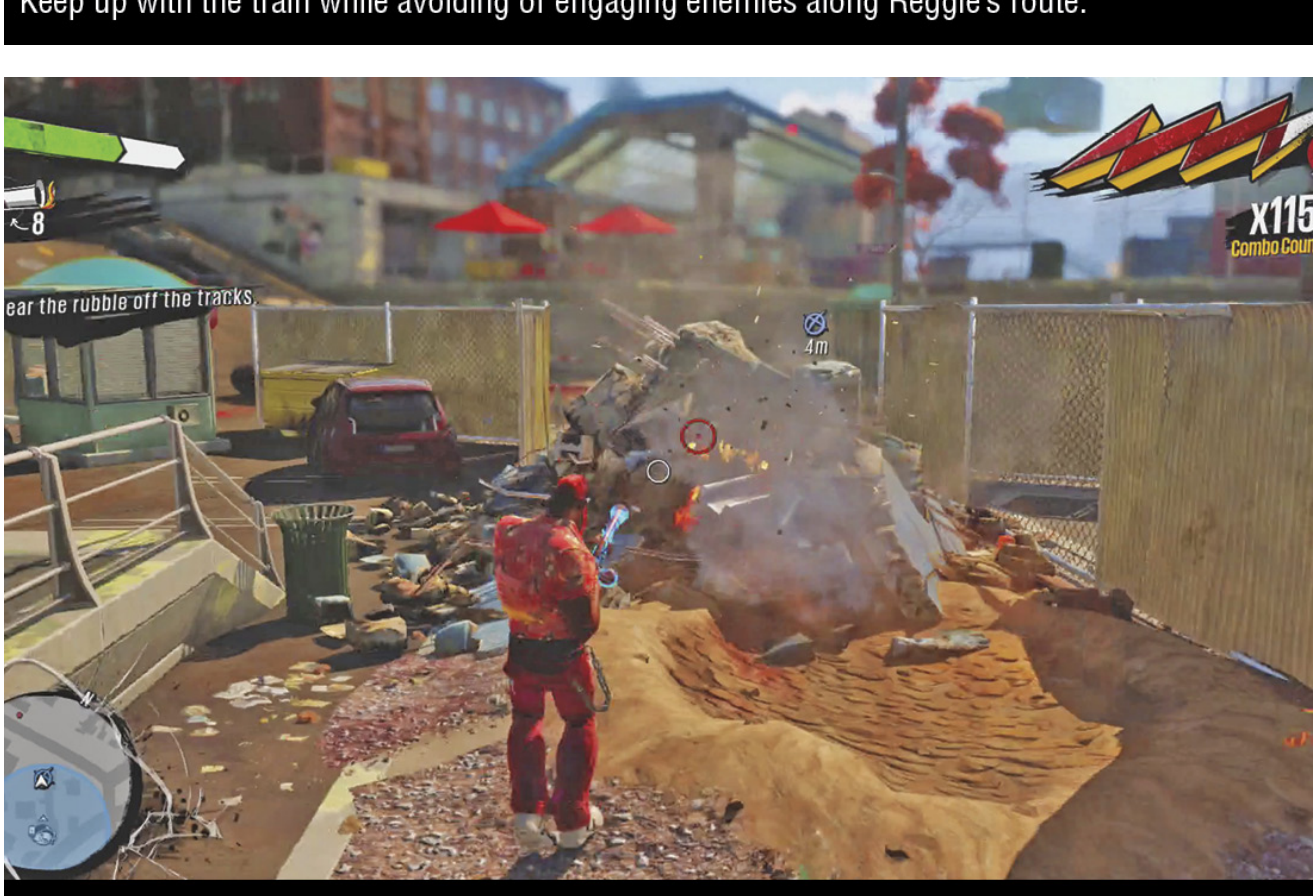
Once the Scabs are clear and the train engine is moving, ride atop it or keep up alongside it by grinding and bouncing.

3

During Reggie’s wild ride, stay on top of the train or keep up alongside, through whatever traversal means are necessary. Enemy Scabs and OD you might see along the way pose no threat to the train itself, but will attack you if you give them a chance. At some point along the way, the train’s progress will be blocked by rubble on the tracks ahead. The OD seem to have set up a kind of junk ambush, as a Spawner will attack here. Whether you deal with the Spawner and its OD offspring or not, you’ll have to clear the track. Blast away at the rubble for long enough and you’ll clear it; of course this is simpler if you take out the Spawner and clear its grunts first (and you’ll earn Overcharge and weapon EXP doing so), but you don’t have to.



Keep up with the train while avoiding or engaging enemies along Reggie’s route.



At the obstruction, clear the rubble from the track while dealing with the Spawner.

4

With the obstruction cleared, the track is free for Reggie the conductor to take the train all the way to the north docks, straight through the Crown Blades Factory you and Sam stole a train from not long before.

Welcome to Hobo Heaven, where you’ll claim your Quest reward.

Rewards

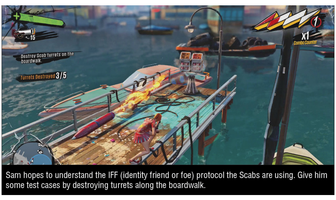
	Cash	Overcharge	Items/Unlocks
Rewards	—	2000	Costume items: Pilot Helmet and Hobo Jacket
Replay Rewards	$4000	—	—

ACT 2

BIG BROTHER SAM

Old Factory District **Prerequisites: Complete "Up In The Air"**

1 Sam has taken control of a network of tiny hidden cameras throughout the city, which is how he knows that Scabs have set up turrets along the boardwalk of Old Factory District. Who knows what else he knows? Sam has the best of intentions, like any big brother. Sam wants to know how the Scabs get the turrets to ignore the Scabs themselves. This identify Friend/Foe tech seems beyond the native criminals who became the Scabs post-Overcharge disaster. As the first part of the investigation, Sam wants you to destroy five turrets along the lower boardwalk. Head northeast just across the street and toward the water to get started.



Sam hopes to understand the IFF (identity friend or foe) protocol the Scabs are using. Give him some test cases by destroying turrets along the boardwalk.

Most of the turrets are in plain sight, either along the boardwalk or out on a pier, but one of them is tucked away in an alley and is easy to miss. These turrets launch unguided rockets two at a time, so keep moving and be ready to dodge roll or air dash to evade an unexpected impact. Once you've destroyed five turrets on the lower boardwalk, Sam will note five more turrets on the upper boardwalk to the north.

Don't miss the turret tucked into an alley off the nearby street.

2 These five turrets further north are all out in the open, and are thus all covering each other. Destroy all five quickly while grinding through the area. Sam notes that the concert stage by the water has a radar dish emanating a strong signal—this is the turret controller. Sam requests that you pick it up and bring it back to Sasquatch and Friends, where it can be installed on the roof.

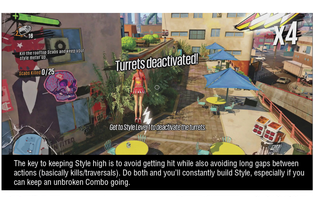
Dodge roll or jump out of the path of turret rockets, which have no homing capability.

The turret controller can be found on the same stage where Scabs took the glide wheel during "Up In The Air."

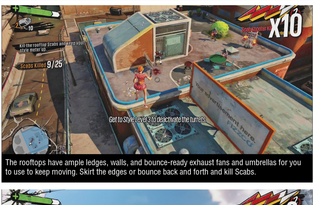
3 All you have to do is pick up the turret controller and head back to the roof of the Oxfords' hideout. With the dish installed, Sam can deactivate the turrets in your presence—but only if you keep Style up! Head to the rooftops just south of the fort to test this out.

You'll have to kill 25 Scabs on the rooftops while building up Style. Initially, the turrets will deactivate when you're at only Style level 1, but they very quickly require Style level 3 in order to deactivate. You can stack up Scab kills toward the total without having Style high enough to deactivate the turrets, but it's obviously tougher with the turrets firing rocket salvos at you. Once you've killed 25 Scabs on the rooftops around the turrets, the Quest will be complete, and Sam will give you a turret Trap of your own.

Return the turret controller to the Oxfords' base and Sam can begin broadcasting signals to the turrets too.



The key to keeping Style high is to avoid getting hit while also avoiding long gaps between actions (basically kills/traversals). Do both and you'll constantly build Style, especially if you can keep an unbroken Combo going.



The rooftops have ample ledges, walls, and bounce-ready exhaust fans and umbrellas for you to use to keep moving. Skirt the edges or bounce back and forth and kill Scabs.

The intent of this Quest is for you to aspire to high Style, but it's not required; Scab kills here count whether you keep Style above level 3 or not. Just watch out for rockets!

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2000	4000	JYA Gun Turret Trap
Replay Rewards	$6000	--	--

ACT 2

TO BUILD A BETTER CAT TRAP

Little Tokyo **Prerequisites: Complete "Big Trouble In Little Tokyo"**

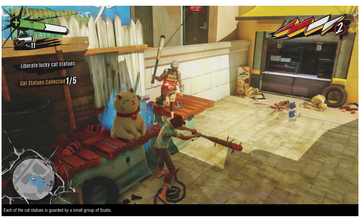
1 One novice member of Troop Bushido is bereft. She broke a cat statue, guaranteeing her a life of awful luck... unless she replaces the broken cat with, like, a whole bunch more. That's how it works, right? She's asking for your help in righting her wrong. More cat statues can be found at the mall just west of the museum. The mall is now home to a platoon of Scabs of all sorts, who also apparently have taken a fancy to cat statues. Load up for humans—bullet and fire ammunition work best—and head west to the mall.

Help a troop member restore her cat honor after a tragic fall.

2 You can collect the first four cat statues in any order, but the one listed here is the most direct. Scabs have fortified this indoor/outdoor mall. This first cat statue is in plain sight by one of the mall's ground-level entrances. Make note of this location—the final cat statue encounter happens on the upper deck basically just above here. Wipe out the Scabs at the entrance, grab the statue, and head into the covered part of the mall. The Scabs' interest in these cats is ordinance R&D—they're trying to come up with better explosives. Watch out for their feline bombs in this area.

Scabs aren't as dangerous as Rizzo Bots and they aren't as numerous as 00, so you should be comfortable taking them out by now.

3 The second statue is found just west from the first one, in the mall. You'll find it on a shelf in the open, guarded by several Scab Shooters and Rushers. You don't have to take out the Scabs guarding the statues; you can just swoop in and steal the cat statues, and if you keep moving and grinding it's even relatively safe. This place isn't quite a rooftop for easy purchase, but you can grind handrails and garden box ledges and wall run along the interior. On the other hand, you can just kill everyone. The cats probably want it that way.



Each of the cat statues is guarded by a small group of Scabs.

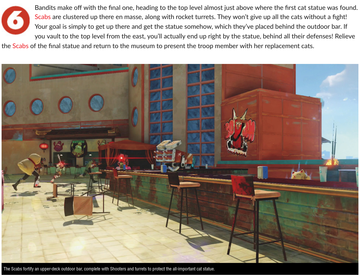
4 This cat statue is actually somewhat hidden, tucked just inside the La Laxante restaurant on the edge of the indoor food court. You might get distracted looking for it on ledges above or even the upper deck in that minimap location, but no; it's just right there on ground level, under the food court covering on the south side.

"Laxante" means what you think it means. Note the location of nearby public restrooms while waiting for your order to be prepared.

5 North from the indoor food court, this cat statue is located in a sunny uncovered portion of the mall, shaded by a wooden lean-to. Some Scabs were having a downright pleasant picnic with this cat statue, but you'll have to interrupt it for the novice scout's honor. Clear the cluster of Scabs and scoop up the fourth statue. The fifth statue's location isn't revealed until you've acquired the first four.

Once you've gathered all but one of the statues, the Scabs will reveal where the last one is.

6 Bandits make off with the final one, heading to the top level almost just above where the first cat statue was found. Scabs are clustered up there en masse, along with rocket turrets. They won't give up all the cats without a fight! Your goal is simply to get up there and get the statue somehow, which they've placed behind the outdoor bar. If you vault to the top level from the east, you'll actually end up right by the statue, behind all their defenses! Relieve the Scabs of the final statue and return to the museum to present the troop member with her replacement cats.



The Scabs fortify an upper-deck outdoor bar, complete with Shooters and turrets to protect the all-important cat statue.

Crucial design error: you can circumvent all their security by merely vaulting up from the side. Spirit the statues away to the Japanese Heritage Museum to complete the Quest!

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1500	3000	Costume item: Cat Mask
Replay Rewards	$3000	—	—

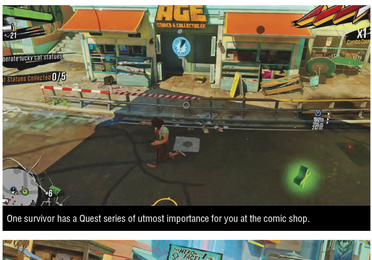
ACT 2

COLLECT SOME COMICS

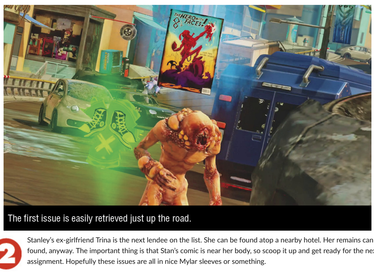
Little Tokyo **Prerequisites: Complete "Big Trouble In Little Tokyo"**

Little Tokyo

1 Stanley is holed up at Golden Age Comics (found just south of Troop Bushido's hideout) and wants you to collect some mint issues he lent out. He promises to reward you handsomely. The first issue he wants retrieved, he lent to his buddy Jason, who is now an OD. Frankly, probably everyone he lent his comics to is now an OD, but Stan's less concerned about his friends than about his comics. You'll find the first issue on poor old Jason just west, at the first street intersection past Golden Age Comics.

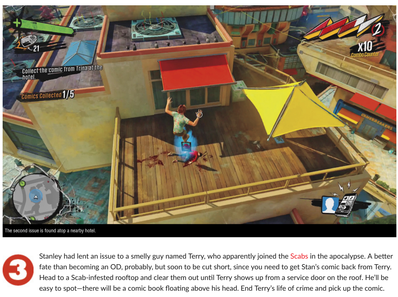


One survivor has a Quest series of utmost importance for you at the comic shop.



The first issue is easily retrieved just up the road.

2 Stanley's ex-girlfriend Trina is the next lendee on the list. She can be found atop a nearby hotel. Her remains can be found, anyway. The important thing is that Stan's comic is near her body, so scoop it up and get ready for the next assignment. Hopefully these issues are all in nice Mylar sleeves or something.



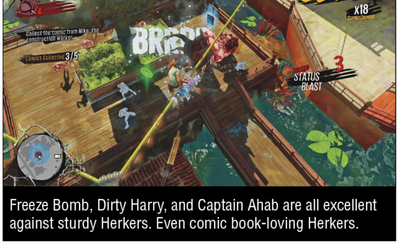
The second issue is found atop a nearby hotel.

3 Stanley had lent an issue to a smelly guy named Terry, who apparently joined the Scabs in the apocalypse. A better fate than becoming an OD, probably, but soon to be cut short, since you need to get Stan's comic back from Terry. Head to a Scab-infested rooftop and clear them out until Terry shows up from a service door on the roof. He'll be easy to spot—there will be a comic book floating above his head. End Terry's life of crime and pick up the comic.

Stan reveals that he needs all the comics back because they're not his—they belong to a guy named Anton, who Stan is worried will kill him if he doesn't get the comics back. Or if you don't get them back for Stan, rather.

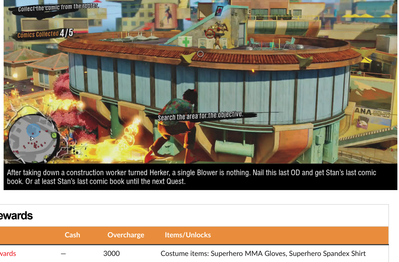
4 Next on Stanley's list is Mike, a construction worker and comic geek. Or at least that's what he was; who knows what he is now. Stan thinks Mike will be found around the same place as Buck National's second challenge, not far from Troop Bushido's place.

When you find Mike, you'll see he's been an OD for a long time indeed: he's a Herker, with a bunch of OD attending to him. He also has Stan's comic, so you'll have to put Mike out of his misery. There are plenty of grind spots here to give you an easy vantage point from which to bombard Herker Mike and his OD friends with weapons that nail the lot of them, like TNTeddy and Freeze Bomb.



Freeze Bomb, Dirty Harry, and Captain Ahab are all excellent against sturdy Herkers. Even comic book-loving Herkers.

5 Stan wasn't very discriminating with his lending, was he? What Stanley can remember about the next guy is that he was probably a roofer, and he liked a particular coffee shop. Great memory, Stan. In any case, this guy can be found on a rooftop not far from the comic shop itself. The poor guy ended up as a Blower, so get up on the roof then blast him and take the final comic. The trip back to Golden Age Comics is literally a stone's throw away, so go collect your reward: the first two pieces of a superhero costume. It was all worth it. Be ready to fend off one last Attack just before you turn in the Quest; Stanley could've mentioned that, probably.

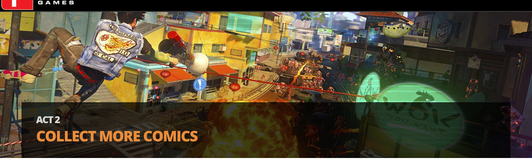


After taking down a construction worker turned Herker, a single Blower is nothing. Nail this last OD and get Stan's last comic book. Or at least Stan's last comic book until the next Quest.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	3000	Costume items: Superhero MMA Gloves, Superhero Spandex Shirt
Replay Rewards	$4000	—	—

This is the first part in a three-part Quest chain for Stanley. Complete two more comic-related Quests for him to unlock more rewards and an Achievement.



ACT 2

COLLECT MORE COMICS

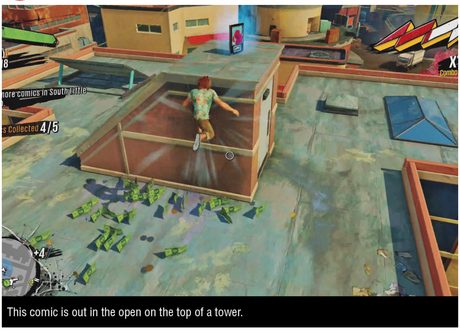
Little Tokyo **Prerequisites: Complete "Collect Some Comics"**

1 Stanley has been thinking about ethics. If the apocalypse has killed most of the people in the city, so they won't be missing their stuff, then why should their comics just sit there, unloved? Stanley has leads on five dead people who had some truly choice back issues. These comics can be collected in any order, but they're listed here in order heading from east to west.

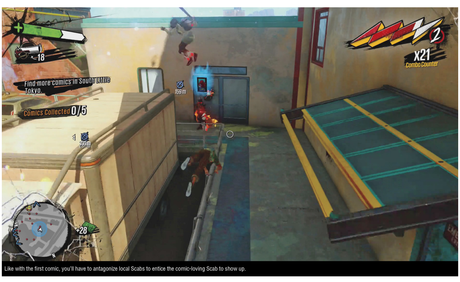
The closest location to Golden Age Comics already reveals some flaws in Stanley's research. Some of these comic enthusiasts aren't dead, they're Scabs! So maybe now this is sometimes looting rather than scavenging. Since they're Scabs, it's OK.

2 This comic is pretty well hidden. You'll find it in a lower-level loading dock, squirreled away in some secure crates. They're not secure from melee attacks or dive bomb smashes, so bash open the crates to reveal the comic within. The careful storage is evident in the comic's excellent condition; Stanley practically salivates thinking about the fresh-comic scent.

3 This comic is one of the simpler ones to find. It's simply on the top of this building, guarded by a couple Blowers. Climb up to the top and claim it before moving on to other comics at large.



4 This one is found at a site with a heavy Scab presence. When you arrive at the indicated area, at first you won't see anything but Scab guards. If you kill a few of them, the Scab who has the comic emerges from a service door. Kill him to claim the prize for Stan. Stan is concerned that its condition indicates heavy use, but he hopes to replace it with a crisper copy once this is all over.



5 The final comic is found by someone's remains on a float out over the water. This comic enthusiast must have come out here to be alone with his comics in the disaster. Perhaps to hide his affection for comics from his mother, Stanley wonders.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	3000	Costume items: Superhero Pants and Superhero Shoes
Replay Rewards	$5000	—	—

ACT 2

COLLECT EVEN MORE COMICS!

Little Tokyo **Prerequisites: Complete "Collect More Comics"**

Little Tokyo

1

As with the other comic-related Quests, start this one at Golden Age Comics. Stanley dubs you the Comic Knight and offers loads on more comics to track down. As Comic Knight, you're trusted to liberate comics from the unworthy and return them to deserving owners like Stan, naturally. At first, there are a few comic related hotspots in west Little Tokyo. Once you acquire comics at these locations, more loads will be revealed in the rest of Little Tokyo. The initial grouping is presented on the map here in a clockwise rotation, but you can tackle the first four spots in any order.

At the first location on the map, there are two comics very close together. One is being carried by a Yanker as a catwalk in this area, engage the beast and the OD around it to take the mint issue away. You'll have to kill the Yanker to get it. Once the OD are cleared out and the first comic is in hand, check the small tower topped by a holographic globe nearby. You can vault repeatedly all the way up this tower, and a comic is stashed away precariously on the end of one of the rays jutting out from the hologram. Jump or grind out over the edge to snag the issue.

Yankers seem to be a big comic-collecting demographic in post-apocalyptic Sunset City.

A brave soul placed this precious comic out here.

2

Another comic issue can be found atop a circular tank directly south of the first pair. Vault to the top and grind the circumference to find the comic near a picnic setting and a heck of a view. There's a pair of binoculars up here, so be sure to give them a gaze to score a High Point collectible. There are no signs of whoever set the scene and left the comic.

Someone had a relaxing plan to pass the time up here.

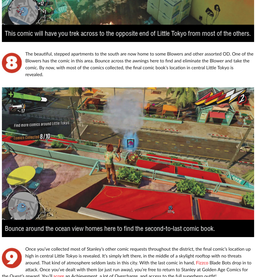
3

You'll find a huge contingent of OD roaming this road. Begin engaging them, and you'll attract the attention of more OD who crawl up from the sewers through manhole covers and into the fray. After you've decimated some of the subterranean reinforcements, an OD will emerge carrying a comic book. Kill that OD and take the comic for Stanley. Finish off the rest of the OD at your discretion, or head to the next comic load.

OD litter the streets below, making prime targets for area-of-effect weapons and Amps.

4

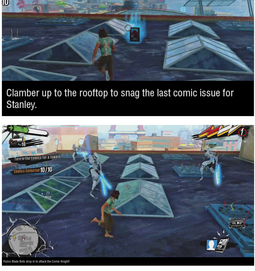
Two Blowers guard a comic atop the tower in west Little Tokyo. One of them is carrying it, so you'll have to kill them to grab it. The building itself is also covered with OD on the climb. At this point, you should not be surprised to occasionally run into Scabs or Fizzers patrols at the same time. Regardless of what else you equip, it's good to keep a fire-centric gun on the weapon wheel for OD, and a lightning-centric gun for Fizzlets. You don't have to plan as specifically for Scabs as poor, regular hunters are just fairly squishy.



As you gather up the first several comics in west Little Tokyo, more leads will be revealed to the east.

5

Here's another comic hidden in a shanty crate. Scabs are entrenched in this area, so be ready to fight Rushers and Shooters. Bust open the crates in the loading bay at street level to find the comic book, along with a fair amount of Cash.



6

This comic isn't hidden on the ground in a dock or on the roof. It's in between, tucked away on the support strut for a sign that juts out from the building. Wall run in from the side then wall jump and vault on top of the strut to collect the prize.

There's no telling how a comic book got up here.

7

This area of the city, in far east Little Tokyo toward the Harbor district, sees heavy traffic by all three enemy types. The area where this comic is located can be covered by Scabs or OD. As in a couple other places, the comic here is secreted away inside white crates. Wade through the enemy forces in the area and bash open the crates to find the book.

This comic will have you trek across to the opposite end of Little Tokyo from most of the others.

8

The beautiful, stepped apartments to the south are now home to some Blowers and other assorted OD. One of the Blowers has the comic in this area. Bounce across the awnings here to find and eliminate the Blower and take the comic. By now, with most of the comics collected, the final comic book's location in central Little Tokyo is revealed.

Bounce around the ocean view homes here to find the second-to-last comic book.

9

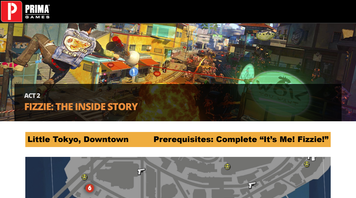
Once you've collected most of Stanley's other comic requests throughout the district, the final comic's location up high in central Little Tokyo is revealed. It's simply left there, in the middle of a skylight rooftop with no threats around. That kind of atmosphere seldom lasts in this city. With the last comic in hand, Fizzers Blade Bots drop in to attack. Once you've dealt with them (or just run away), you're free to return to Stanley at Golden Age Comics for the Quest's reward. You'll score an Achievement, a lot of Overcharge, and access to the full superhero outfit!

Clamber up to the rooftop to snag the last comic issue for Stanley.

Fizzers Blade Bots drop in to attack the Comic Knight!

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	--	8000	Costume items: Superhero Mask, Superhero Shrunken Heads.
Replay Rewards	$10000	--	--



ACT 2

FIZZIE: THE INSIDE STORY

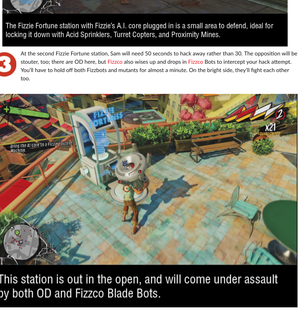
Little Tokyo, Downtown **Prerequisites: Complete "It's Me! Fizzie!"**

Little Tokyo

1 Having smashed up Fizzco's snotty flying mascot/security drone, you can find its A.I. core in a mild crater on the electric company's grounds. Sam sees this as a unique opportunity to gain some insight into Fizzco's software engineering. If you can tote Fizzie's A.I. core to some of the Fizzie Fortunes amusement machines, Sam may be able to hack into the A.I. core. It can't just be any Fizzie Fortune machine: it has to be a particular one Sam specifies. Pick up the A.I. core and head for the first machine just to the northeast. Lugging Fizzie's A.I. core is just like lugging a barrel or case of water. You can still move normally; you just can't fire guns.

Perhaps you've wanted to get better acquainted with Fizzie. Now you have your chance.

2 When you find this first Fizzie Fortune machine, you'll have to insert the A.I. core and then defend the machine for a while during Sam's hack. During this Quest as much as any other event, the usefulness of deployable guns is highlighted. During the first hack, Sam only needs 30 seconds to tinker with Fizzie's "brain." Hold the scattered OD here at bay until Sam tells you to pick the A.I. core back up and take it to the next location.

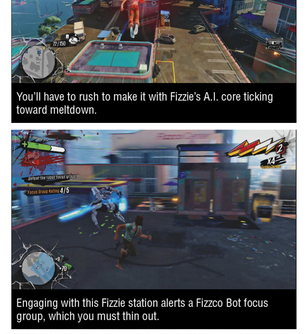


The Fizzie Fortune station with Fizzie's A.I. core plugged in is a small area to defend, ideal for locking it down with Acid Sprinklers, Turret Copters, and Proximity Mines.

3 At the second Fizzie Fortune station, Sam will need 50 seconds to hack away rather than 30. The opposition will be shooter, too: there are OD here, but Fizzco also wises up and drops in Fizzco Bots to intercept your hack attempt. You'll have to hold off both Fizzbots and mutants for almost a minute. On the bright side, they'll fight each other too.

This station is out in the open, and will come under assault by both OD and Fizzco Blade Bots.

4 As Sam delves into Fizzie's code, Fizzie's consciousness (or its approximation of consciousness) begins to warp. When plugged into this station, Fizzie begins to feel sadness about its plight and its past actions. The A.I. core begins to cry Overcharge, somehow, which attracts OD during Sam's hack. The hack length here is about 50 seconds, but a Spawner attacks with lots of backup.



As with overturned Overcharge trucks, since the OD will be drawn to Fizzie's Overcharge-flavored tears, they make extra-easy marks for deployables.

5 As you plug Fizzie's A.I. core into this Fizzie Fortune station, it seems like you should batten down the hatches for the longest defense yet—Gunkers approach along with other OD, and the timer is for almost a minute and a half. But Fizzie, its mental processes increasing in clarity, decides it wants out of its limited existence, locks Sam out of this station, and initiates self-destruct. You have a minute and twenty seconds to take a glowing-red Fizzie core to a station far to the northwest so Sam can disable the self-destruct sequence.

This hack attempt is cut short by a surprising act on the part of Fizzie.

6 Provided you arrive at this station in time, Sam can disable Fizzie's self-destruct sequence. He's able to briefly disable Fizzie's acting out, but this hack alerts a focus group of Fizzco Bots. 20 Fizzco Bots will stream in (not all at once, thankfully, but little by little) looking to "focus test" you (read: try to kill you). There are plenty of grind and bounce surfaces so you can stay too mobile a target for the Blade Bots; swap to an anti-Fizzco weapon like Shocker, Murderang, or Fizzbot Rifle and cut through their ranks. Watch out when the Fizzco Bot focus group releases its slow rain of red balloons; these are filled with explosive gas and will deal significant damage to you if they detonate nearby. Blow them up with gunfire from afar to be safe.

You'll have to rush to make it with Fizzie's A.I. core ticking toward meltdown.

Engaging with this Fizzie station alerts a Fizzco Bot focus group, which you must thin out.

Once the robot focus group is eliminated, Sam re-engages Fizzie's A.I. core. Fizzie achieves a moment of lucid clarity. To complete the Quest, finish Fizzie's request.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	5000	—
Replay Rewards	$11000	—	—

ACT 2

GARAGE CHAOS

Old Factory District, Little Tokyo

Prerequisites: Complete "It's Me! Fizzie!"

1 This Quest has you revisiting Sasquatch and Friends to help out your old friend Dirk, of "Bora Bora Water" fame. Dirk thinks a parking garage deep into Little Tokyo would have useful electronics for the anti-Fizzco effort. The problem is that it's controlled by Scabs. Dirk suggests going to the area and turning the enemy factions against one another to help clear them all out.

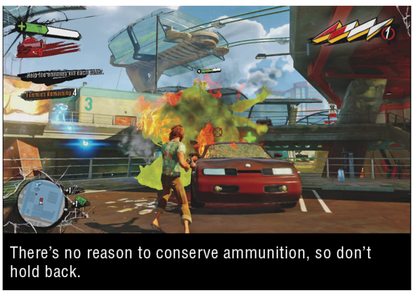
Your old friend Dirk asks a new favor.

2 Travel to the east side of Little Tokyo to find the garage, which is so large that it encompasses its own city block. Once you're here, cause commotion by breaking vending machines and triggering car alarms. A Chaos Level will show up on the left-hand side of the screen, indicating your progress toward making a totally obnoxious clatter. You can melee bash or dive bomb Overcharge vending machines and cars, and you can also dive bomb right onto cars and then bounce off, which will often explosively trigger the car's alarm. If you're having trouble maxing out Chaos Level, there is likely just a tier or two of the parking garage you haven't yet canvassed for stuff to break.

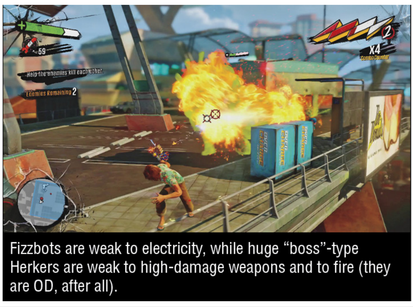
Smash all the objects in the Scab-occupied garage to attract the attention of basically everyone.

3 Once you get max Chaos Level, with all the car alarms going and gallons of Overcharge spilled from broken machines, you'll have riled up elements from every enemy's faction. The Scabs are here, roused to protect their camp, while a swarm of OD capped with a Herker pours in. Fizzco Rifle Bots drop in on the fringe, sniping into the garage with their Fizzbot Rifles. There will be 35 enemies to decimate. They'll do a fair bit of helping you with that, as OD and Fizzco Bots and Scabs will fight each other as readily as they'll attack you. You'll need to help out to make sure all of them get cleared out, particularly the Fizzbots and the Herker, who are usually the last baddies standing here.

The most troublesome threats here are the Herker and the Fizzbots.



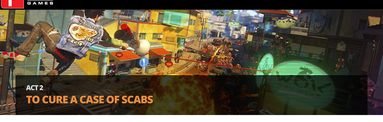
There's no reason to conserve ammunition, so don't hold back.



Fizzbots are weak to electricity, while huge "boss"-type Herkers are weak to high-damage weapons and to fire (they are OD, after all).

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1500	3000	—
Replay Rewards	$5000	—	—



ACT 2

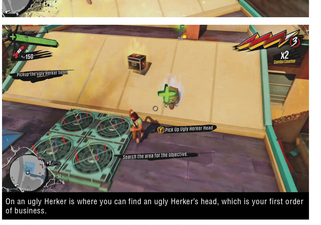
TO CURE A CASE OF SCABS

Little Tokyo — Prerequisites: Complete "It's Me! Fizzie!"

1 A member of Troop Bushido wants help working on his maritime badge, clearing the Scabs out of Little Tokyo's waterfront. This seems like an impossible task, but your hero has a rather disgusting idea that just might work. It does happen to require a Herker, though, and they're not the most cooperative creatures.

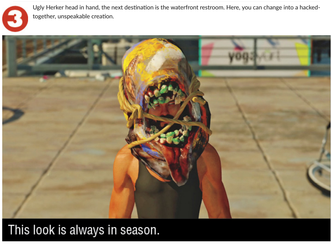
Speak to the troop member at the Japanese Heritage Museum then head to the west edge of Little Tokyo.

2 In west Little Tokyo, you can find a particularly gnarly-looking Herker. Not that any Herker is photogenic, but this one really takes the ugly cake. Attack it on the rooftop you find it on, then pick up its head when it dies. The ugly (ugliest?) Herker isn't alone, and you'll have a dozen or so other OD to kill on the side.



On an ugly Herker is where you can find an ugly Herker's head, which is your first order of business.

3 Ugly Herker head in hand, the next destination is the waterfront restroom. Here, you can change into a hacked-together, unspeakable creation.

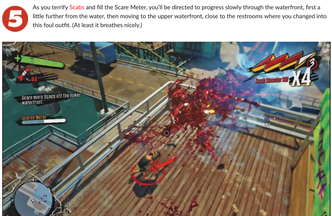


This look is always in season.

4 With the ugly Herker's head now functioning as the world's grossest mask, it's time to terrorize the waterfront. After changing, you'll move in a counter-clockwise motion through the quadrants of the waterfront. At each portion, you'll want to stomp and snarl around, killing Scabs. Brutalizing the Scabs will fill up the Scare Meter found on the left side of the screen. This meter indicates how close the Scabs are to packing up and leaving behind what seemed to be choice waterfront property.

Scabs, being unmutated humans, are the weakest physical specimens you'll face. People are susceptible to melee attacks, bullets, and fire, but since they don't have exceptional health, they're not that sturdy against other things either.

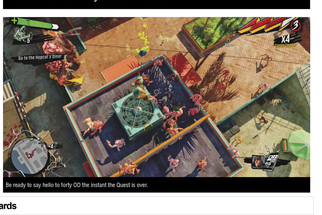
5 As you terrify Scabs and fill the Scare Meter, you'll be directed to progress slowly through the waterfront, first a little further from the water, then moving to the upper waterfront, close to the restrooms where you changed into this foul outfit. (At least it breathes nicely.)



If your aim is true, guns like Dirty Harry and Flaming Compensator are a one-shot kill on Scabs. Amped Dive Bomb hits will also explode people in spectacularly gory fashion.

6 Once you're in the upper waterfront, you'll be close to running the Scabs out for good. Continue grinding around and making mincemeat of these terrified looters. When the Scabs are entirely driven off, the Quest is complete. You'll receive your rewards in Cash and Overcharge (and a grotesque mask, now ready to wear anytime) immediately, along with a surprise—your Herker imitation has been so complete that over three dozen OD (including another Herker!) have showed up to answer your call! The Quest is completed whether you decide to take them on or not, but just be aware that you have a rather large supply of visitors immediately upon conclusion.

The surviving Scabs must speak of the most acrobatic, mobile Herker they had ever seen.



Rewards

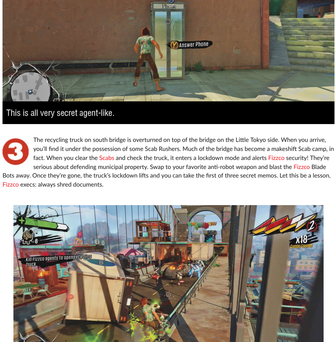
	Cash	Overcharge	Items/Unlocks
Rewards	$1500	3000	Costume item: Herker Mask
Replay Rewards	$7000	—	—

ACT 2

FIZZCO: THE DIRTY SECRET

Little Tokyo, Old Factory District Prerequisites: Complete "Find 4Kim"

1 This Quest kicks off with a rather conspicuous note taped to the phone booth at Hepcat's Diner. If you want to know the truth about Overcharge, it says, head to Little Tokyo's dog park. That's the first destination on this beginning of a search for the truth.

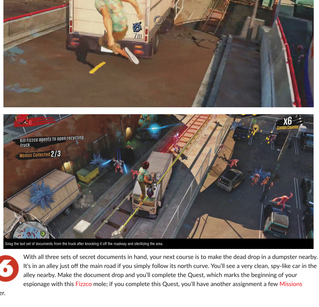


A note on the phone booth points you west.

2 You'll find another phone booth in the dog park, where you'll receive a phone call from the mole. This mole reveals that several top-secret memos from high-level Fizzco employees can be found in recycling trucks around the city. The first recycling truck can be found on south bridge between Little Tokyo and Old Factory District.

This is all very secret agent-like.

3 The recycling truck on south bridge is overturned on top of the bridge on the Little Tokyo side. When you arrive, you'll find it under the possession of some Scab Rushers. Much of the bridge has become a makeshift Scab camp, in fact. When you clear the Scabs and check the truck, it enters a lockdown mode and alerts Fizzco security! They're serious about defending municipal property. Swap to your favorite anti-robot weapon and blast the Fizzco Blade Bots away. Once they're gone, the truck's lockdown lifts and you can take the first of three secret memos. Let this be a lesson, Fizzco execs: always shred documents.



You must resist first Scabs and then Fizzbots while waiting to access the recycling truck.

4 With the first truck searched, you'll receive the next location. There's another overturned recycling truck in a service alley in Old Factory District. More Scabs control this area, and you'll be unsurprised to hear that this truck will also go into lockdown and summon Fizzco agents when you attempt to open it. There are plenty of trucks and cars in this alley to bounce off of repeatedly while wiping out the Scabs and Fizzbot attackers here. When they're all gone, this truck will unlock and you can get the second set of secret memos.

They sure are worried about recycling trucks in this city.

5 The third and final recycling truck is positioned precariously on the edge of a broken section of raised highway. Attempting to search it from here actually sends the truck plummeting down into the parking lot below, with Fizzco agents dropping in too. The parking lot below is overrun with all kinds of OD, including ranged-capable Blowers and Gunkers. With dozens of OD in the area aside from the Fizzco Blade Bots sent to protect the truck, you should feel free to cut loose. Explosives like TNTeddy and Hairspray Bomb can kill many enemies at once and deployables can do your work for you given some time. The weapon wheel allows such quick swapping of weapons that it doesn't even have to be a choice: you can pop off rounds from one weapon, then quickly switch to another and begin firing, even mid-jump.

Snag the last set of documents from the truck after knocking it off the roadway and sterilizing the area.

6 With all three sets of secret documents in hand, your next course is to make the dead drop in a dumpster nearby. It's in an alley just off the main road if you simply follow its north curve. You'll see a very clean, spy-like car in the alley nearby. Make the document drop and you'll complete the Quest, which marks the beginning of your espionage with this Fizzco mole; if you complete this Quest, you'll have another assignment a few Missions later.

The Quest concludes at an unassuming dumpster in Old Factory District.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1500	3000	Costume Item: Fedora
Replay Rewards	$6000	–	–

ACT 2

HEPCAT'S UPGRADE

Little Tokyo **Prerequisites: Complete “Find 4Kim”**

1 This Quest can be undertaken starting at Hepcat’s Diner as soon as Floyd is prepared for Little Tokyo’s Night Defense. Floyd needs some spare refrigerator parts to upgrade the Vats. Completing this Quest before Night Defense has a direct effect on making it easier since the margin for error is increased. Upgrading the Vats in every district also unlocks an Achievement. Floyd will give you the fridge locations one at a time. The first one is found southwest, at docks in Little Tokyo’s lower west side.

2 This location is regularly brimming with both OD and Scabs. Along the south side of the building, you’ll find the fridge propped up against a wall, with the Freon coolant Floyd needs right inside.

You’ll have to break the outer shell of each fridge to get at the coolant inside.

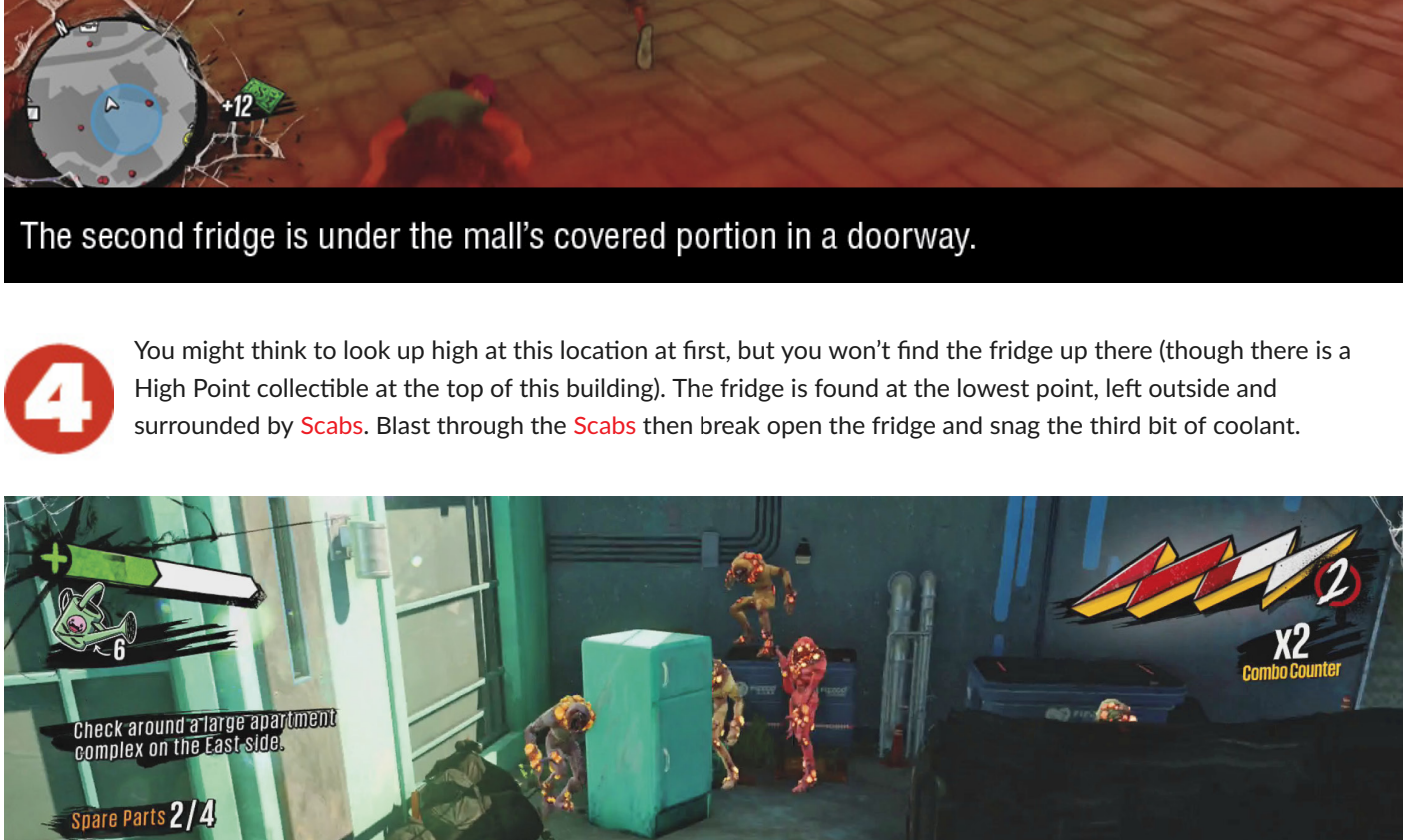
3 The next fridge can be found at the mall in the center of town. It’s on the interior level, leaning inside a doorway, and is easy to miss if you’re expecting something that stands out.

The second fridge is under the mall’s covered portion in a doorway.

4 You might think to look up high at this location at first, but you won’t find the fridge up there (though there is a High Point collectible at the top of this building). The fridge is found at the lowest point, left outside and surrounded by Scabs. Blast through the Scabs then break open the fridge and snag the third bit of coolant.

A few pesky OD shouldn’t be much impediment by now.

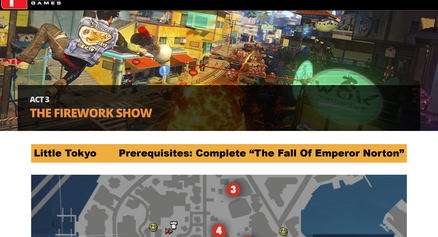
5 The last area is in northeast Little Tokyo and is positively saturated with Fizzco agents. The fridge itself can be found out back behind a building next to a dumpster, with Fizzco Bots nearby. With a weapon like Murderang or Shocker in hand, zap your way through the Bots to claim the last fridge coolant component. With all four in hand, return to Floyd to complete the Quest.



The last fridge is also at ground level, laid flat.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1500	3000	Hepcat’s Vats capacity increased
Replay Rewards	$6000	—	—



ACT 3

THE FIREWORK SHOW

Little Tokyo **Prerequisites: Complete "The Fall Of Emperor Norton"**

1 4Kim has returned to Troop Bushido. You'll find her on watch up top. 4Kim is worried about someone named Kim, an old friend of hers. If found, she could upgrade the museum's perimeter defenses. 4Kim wants you to meet with her at nearby apartments to look for Kim.

4Kim is back with the troop after the fall of Norton.

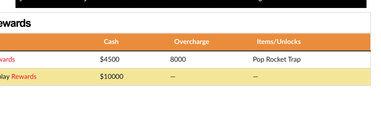
2 Meet 4Kim at the ground-level entrance to the apartments and she'll escort you north into the complex while explaining some of the backstory between her and Kim (nickname: "Just"). As you explore inside, OD will notice your presence and attack. Stick with 4Kim and repel the OD. You don't need to worry about 4Kim, a competent warrior herself.

Meet 4Kim at the apartment complex entrance.

3 Pushing past the OD, you'll be looking for a lobby door further north in the complex. This is a place suitable for settlement, so you know what that means: there are Scabs here you'll have to deal with. Clear them out, then call 4Kim over to the door. She'll search that apartment but implores you to search other doors on the roof.

After resisting the OD and Scabs, call 4Kim over to this door to continue.

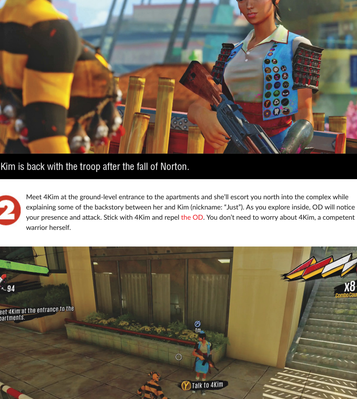
4 While many doors are highlighted on your minimap as possible hideouts, the correct one is on the southwest tip of the complex, next to a rooftop tennis court. Kim's there but mistrusts you at first, taking you for a Scab. She activates eight rocket pods on the roof, which begin firing at you immediately. Keep moving (no, seriously, keep moving) and destroy the eight turrets, which are all found on this stretch of rooftop. With Kim's turrets out of commission, 4Kim can approach and ask Kim for help directly, proving you aren't Scabs.



Kim's hiding in this rooftop access spot.

Kim won't help unless you prove you're worthy of her tech. With Kim's rocket pods set up, you must kill 125 OD on the rooftops here. You'll have enough energy at first to place four of her Pop Rocket Traps. Set them up and then grab the Bushido Sword found by Kim's hideout to start the event. You can't use guns, but you can melee with this sword. The Pop Rocket Traps you set up will do a lot of the work for you, letting you focus on keeping a Combo going so your Style stays high. With high Style, you can fall on groups of OD with a dive bomb Amp active, scoring easy kills. After you've cut down thirty, Kim finds a way to increase power to the turrets, allowing you to place four more. Set up more turrets and then brace for the final push: dozens of OD together with a Spawner. The rocket pods will continue to chew through the throngs of OD, making your main job to grind around and stay alive and be opportunistic about adding melee kills. Once the OD are all dead, Kim will concede that you know what you're doing and hand over the Pop Rocket Trap for your permanent Night Defense use.

Kim targets you with turrets at first but she'll listen to reason once you blow up this first set.

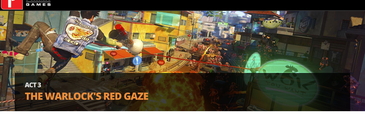


Kim wants to see you work your magic firsthand. She'll loan you turrets of your own to set up before you put on a little show for her.

OD flood the roof, but even a hundred OD can't stand up to eight Pop Rocket Traps. Chip in with your sword when you can and marvel as the rockets work their magic.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$4500	8000	Pop Rocket Trap
Replay Rewards	$10000	—	—

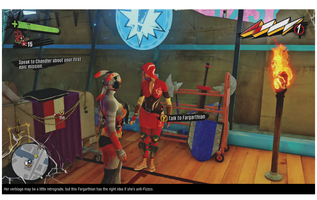


ACT 3

THE WARLOCK'S RED GAZE

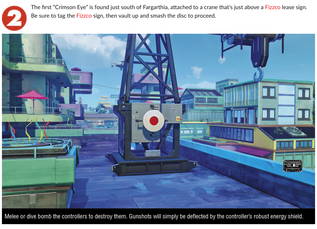
Harbor **Prerequisites: Complete "To Fargarthia!"**

1 Now that you've met the Fargarthians, you can start accepting Quests from some of them. In doing so, you can explore the Harbor a little bit while earning currencies and weapon EXP. This is the beginning of a three-part Quest chain. A red-cloaked Fargarthian tells of the "metallic golems" who placed "Crimson Watchers" around the district. These Watchers are steel controller discs that allow Fizzco to take control of devices, appliances, and structures. These controllers are shielded from ranged attacks like arrows or gunfire, but this shielding is ineffective against good old bludgeoning. You'll have to find each Crimson Eye controller and physically break it.



Her verdigris may be a little retrograde, but this Fargarthian has the right idea if she's with Fizzco.

2 The first "Crimson Eye" is found just south of Fargarthia, attached to a crane that's just above a Fizzco lease sign. Be sure to tag the Fizzco sign, then vault up and smash the disc to proceed.

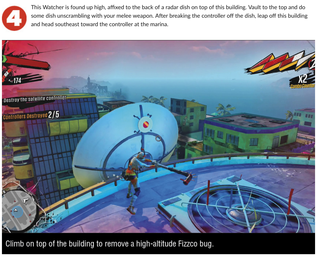


Melee or dive bomb the controllers to destroy them. Gunshots will simply be deflected by the controller's robust energy shield.

3 The disc here might be a little hard to spot at first. It's attached to the back of a cart that is now driving circles around the crab shack! You can't shoot the discs, and the Amp effects on melee attacks (like Spin Twister and Seismic Smash) won't work either. You'll have to hit the disc with a dead-on melee hit. Grind the wires above the crab shack, tracking the cart, until you can leap and dive bomb onto it from above, destroying the cart's controller unit.

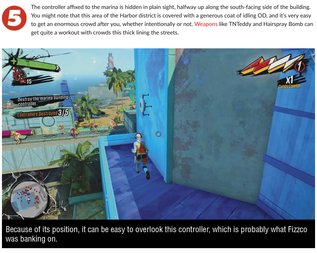
Wires above the restaurant here can be used to grind rapidly above the cart, so you can fall from above onto the controller.

4 This Watcher is found up high, affixed to the back of a radar dish on top of this building. Vault to the top and do some dish unscrambling with your melee weapon. After breaking the controller off the dish, leap off this building and head southeast toward the controller at the marina.



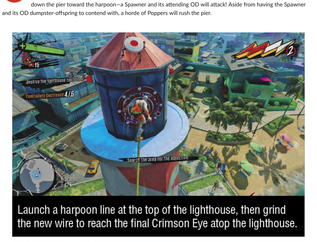
Climb on top of the building to remove a high-altitude Fizzco bug.

5 The controller affixed to the marina is hidden in plain sight, halfway up along the south-facing side of the building. You might note that this area of the Harbor district is covered with a generous coat of Idling OD, and it's very easy to get an enormous crowd after you, whether intentionally or not. Weapons like TNTeddy and Hairspray Bomb can get quite a workout with crowds this thick lining the streets.



Because of its position, it can be easy to overlook this controller, which is probably what Fizzco was banking on.

6 The final Watcher is attached to the top of the lighthouse on the southeast tip of Sunset City. You can't get directly up there by vaulting up the sheer surface of the lighthouse, but you can use the harpoon launcher located at the end of the nearby pier to attach a grind-able line (like during the Mission "Max's Parents"). Watch out when heading down the pier toward the harpoon—a Spawner and its attending OD will attack! Aside from having the Spawner and its OD dumpster-offspring to contend with, a horde of Poppers will rush the pier.



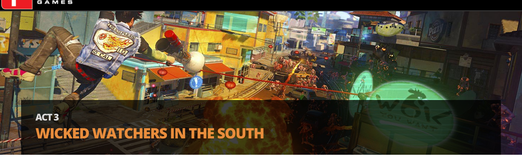
Launch a harpoon line at the top of the lighthouse, then grind the new wire to reach the final Crimson Eye atop the lighthouse.

Pole swinging accrues Badges much slower than the other Badge traversal moves. This pier's rows of bars all in a line make it one of the best places in the city to grind out some pole swing EXP when needed.

A festive Spawner and Popper party would like to congratulate you on your discovery of the pier's harpoon launcher.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	--	4000	Costume items: Goggles, Scuba Shoes
Replay Rewards	$5000	--	--



ACT 3

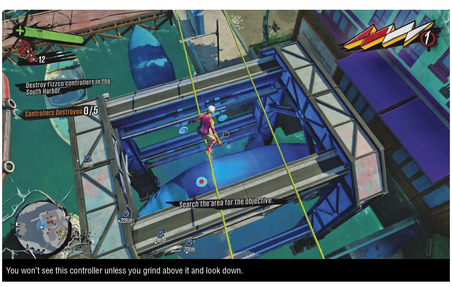
WICKED WATCHERS IN THE SOUTH

Harbor **Prerequisites: Complete "The Warlock's Red Gaze"**

1 The Fargarthian reports yet more wretched Crimson Eyes to dispel in the south. As you set out to find them, Sam will chime in with information you likely already gleaned from the last Quest: the "eyes" are Fizzco control modules. They're beyond Sam's hacking capabilities, but he has managed to upload a frequency to your hero's phone that allows the decoding of the Fizzie-like inner monologue of each controller. This not only helps you home in on their locations, which are sometimes fairly devious, but also helps you more fully appreciate the quotidian struggle of a Fizzco controller module.

Now, as you near a controller, you'll pick up its transmissions.

2 Unlike the first Quest of this kind, during this one you can destroy the controllers in any order. They're listed here in a counter-clockwise order starting from Fargarthia, heading west first to collect this controller on a boat. Fall from above with a dive bomb to destroy it.



You won't see this controller unless you grind above it and look down.

3 The second controller is in an industrial yard in south Harbor. This mechanized area is patrolled by Fizzco Bots, so be on guard for their precise electric gunplay. This controller can be tricky to find; it's tucked away on the side of a shipping crate. If you climb on top of the structure in the search area and tag the Fizzco sign there, you'll get a perfect view of this module's location. Once you go behind the shipping containers and destroy the controller, several more Fizzco Bots will drop in to protest this wanton destruction of Fizzco property.

You won't find this controller out in the open.

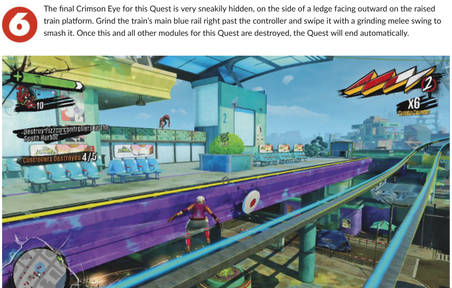
4 This industrial yard is under heavy Scab control, including several Scab Tossers. This can be a bit of a problem, since the controller here is atop a crane structure in the center of the yard. Vault up the exhaust fans on the side to get on top of the crane catwalk. Then go bash the controller quickly, before Scabs can blanket you with gunfire and proximity mines from every side.

This controller is found on top of a crane in Scab territory.

5 This controller is another of the hiding-in-plain-sight variety, since it's simply stuck to the top of a shipping truck located here. There are many Scabs looming in this area, but they won't be able to stop you from swooping in and dive bombing this module.

If they meant to use the module to move this truck, they didn't do it in time.

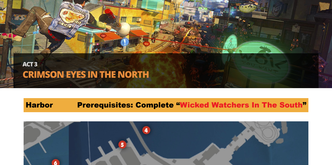
6 The final Crimson Eye for this Quest is very sneakily hidden, on the side of a ledge facing outward on the raised train platform. Grind the train's main blue rail right past the controller and swipe it with a grinding melee swing to smash it. Once this and all other modules for this Quest are destroyed, the Quest will end automatically.



The train platform's side is the hiding place for this watchful red eye.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	4000	Costume items: Scuba Shirt, Scuba Suit Pants
Replay Rewards	$5000	—	—



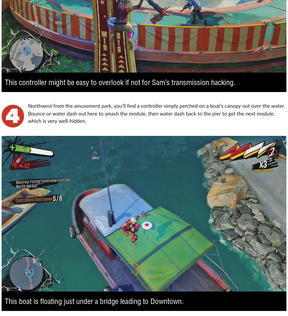
ACT 3

CRIMSON EYES IN THE NORTH

Harbor **Prerequisites: Complete "Wicked Watchers In The South."**

1 The Fargarthians beseech you to go forth once more to exterminate the red eyes of the metal golems. The order here assumes counter-clockwise movement away from Fargartha while dispatching these Fizzco controller modules. Sam's frequency still allows you to listen in to the Fizzco module's transmissions, and they'll become more and more surreal on this Quest. The controller positions here are out-of-the-way, rather than being in the midst of dozens of foes. The challenge here is simply finding some of these.

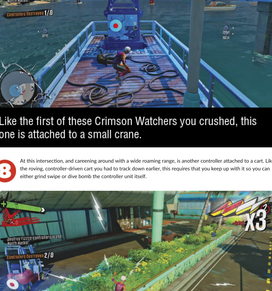
2 Head east from Fargartha to the beachfront arcade to find the first couple controllers. The first is tucked away inside a kiosk selling refreshing frozen treats.

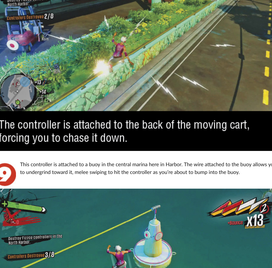


3 Further north, in Wonderstown Land, you'll find the second controller attached to a strongman game. Dive bomb the mechanism to nail the controller while watching out for the Scabs milling about in the amusement park area.

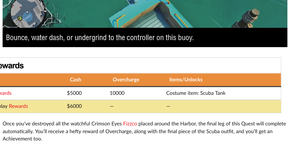
4 Northwest from the amusement park, you'll find a controller simply perched on a boat's canopy out over the water. Bounce or water dash out here to smash the module, then water dash back to the pier to get the next module, which is very well-hidden.

5 You'll have to be thorough to find this Fizzco controller. It's hidden under the pier itself, along a grind path you can only access from the water.





6 One controller is attached to a buoy that marks a halfway point in the river between Harbor and Downtown. Destroy the controller with a dive bomb attack, then bounce off the float and back in the direction of dry land in the Harbor district.



7 The controller attached to a crane along Harbor's west end is a very patient controller indeed, judging by its dialog. Unfortunately, it will never find the partnership with another module that it seeks, because you have to destroy it now.

8 At this intersection, and careening around with a wide roaming range, is another controller attached to a cart. Like the roving, controller-drives-cart you had to track down earlier, this requires that you keep up with it so you can either grind swipe or dive bomb the controller unit itself.

9 This controller is attached to a buoy in the central marina here in Harbor. The wire attached to the buoy allows you to undergrind toward it, melee swiping to hit the controller as you're about to bump into the buoy.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$5000	10000	Costume item: Scuba Tank
Replay Rewards	$6000	--	--

Once you've destroyed all the watchful Crimson Eyes Fizzco placed around the Harbor, the final leg of this Quest will complete automatically. You'll receive a hefty reward of Overcharge, along with the final piece of the Scuba outfit, and you'll get an Achievement too.

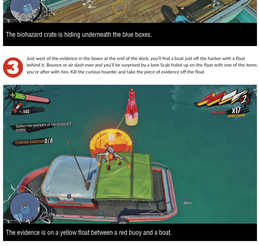
ACT 3

FIZZCO: THE INTERNATIONAL CONSPIRACY

Harbor

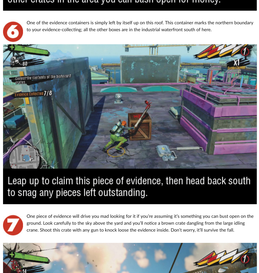
Prerequisites: Complete "Fizzco: The Dirty Secret" And "The King's Feast"

1 The Fizzco mole contacts you again, this time via a phone booth on the southeast pier. He wants you to collect eight pieces of hazardous Fizzco evidence kept inside brown crates marked with biohazard symbols. That sounds perfectly safe, doesn't it?



2 The mole wasn't totally accurate with his description. Most of the evidence is in brown biohazard crates. Such is the case with this piece of evidence, which is found in a gaggle of boxes at the end of this pier. There's usually a great quantity of OD along the waterfront here (even dreaded Muggers), so either be quick in your evidence acquisition, or be brutal with your mutant sterilization.

3 Just west of the evidence in the boxes at the end of the dock, you'll find a boat just off the harbor with a float behind it. Bounce or air dash over and you'll be surprised by a lone Scab holed up on the float with one of the items you're after with him. Kill the curious hoarder and take the piece of evidence off the float.



4 This biohazard box can be found in plain sight on ground level inside the food market.

5 In the industrial waterfront here, you might run into virtually any type of enemy. Scabs and Fizzco Bots contest the useful machinery and shelter, while OD here are thick as thieves and will fight with anything. Several crates are in close proximity. One here in the yard, one on the roof of the building adjacent to the north, and one suspended overhead by a crane.

6 One of the evidence containers is simply left by itself up on this roof. This container marks the northern boundary to your evidence-collecting; all the other boxes are in the industrial waterfront south of here.

7 One piece of evidence will drive you mad looking for it if you're assuming it's something you can bust open on the ground. Look carefully to the sky above the yard and you'll notice a brown crate dangling from the large idling crane. Shoot this crate with any gun to knock loose the evidence inside. Don't worry, it'll survive the fall.

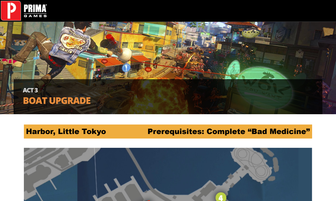
8 This crate is somehow stacked on top of one of the industrial tracks used to move shipping containers. Standing up here provides a good vantage point to oversee the waterfront against Fizzco Rifle Bots and Scab Shooters, but there's nothing stopping Fizzco Blade Bots from getting up here and chasing after you, either.

9 Another group of boxes on a boat moored here contains a brown evidence container. Dive bomb the deck to get the evidence, which is probably one of the last pieces you need if you're around here. Collect this evidence and any other pieces left and head to the dead drop location on a pier slightly west.

10 Your last order of business is to deliver the assembled evidence. The Fizzco mole has set up a place on a thin pier for you to deposit the goods. It's just a hop, water dash, and jump to the dead drop pier from the general evidence-gathering area, so it won't take long. You'll gain the usual material rewards from completing the Quest, as well as a sense of righteousness helping the mole nail Fizzco to a legal wall.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2000	4000	Costume Item: Dress Shirt (Suspenders)
Replay Rewards	$3000	--	--

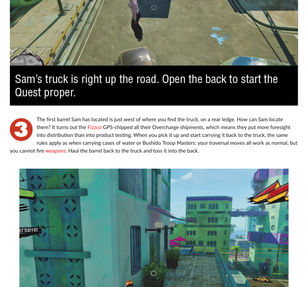


ACT 3

BOAT UPGRADE

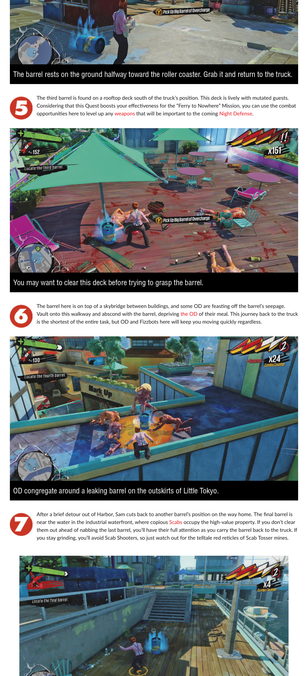
Harbor, Little Tokyo **Prerequisites: Complete "Bad Medicine"**

1 As in Old Factory District and Little Tokyo, give Floyd enough time and he'll set up a base. Once he appropriates a boat as a new fort in the Harbor, he'll be ready for another Night Defense Mission. Before you get to that though, you can increase the Vats capacity and earn some Cash and Overcharge too. Floyd would like some surplus Overcharge to help run the ship's engines. And it just so happens that Sam knows where some extra-large barrels of Overcharge are lying around. If you could find a truck, you could tool around Harbor and pick up all the barrels.



2 You're probably getting used to Sam covering the technical details by now. He has a truck lined up; you just have to get it. Catch the main road heading north and you'll find it. Sam has attached one of these Fizzco controllers to the truck, so Sam can drive it remotely from barrel-harvesting spot to barrel-harvesting spot. While the truck is in transit between spots, you can either ride on it or keep up with it with your normal arsenal of traversal tricks.

3 The first barrel Sam has located is just west of where you find the truck, on a rear ledge. How can Sam locate them? It turns out the Fizzco GPS-chipped all their Overcharge shipments, which means they put more foresight into distribution than into product testing. When you pick it up and start carrying it back to the truck, the same rules apply as when carrying cases of water or Bushido Troop Masters: your traversal moves all work as normal, but you cannot fire weapons. Haul the barrel back to the truck and toss it into the back.



4 After each barrel is collected, Sam will drive the truck a little up the road, closer to the next barrel's location. The second barrel is found deep in the amusement park to the northeast. The amusement park is full of goofy, fun things to do in addition to grabbing the barrel. You can interact with different rides and amusements in various ways, some of them with enemy-rending consequences. There's a Pandora's Box Trap set up here, well in advance of when you can actually get that Trap for your own regular use. It's great fun backing yourself up with an invincible gnome army a little early. There are both Scabs and OD around here, so set off Pandora, stay in motion, and watch your back.

5 The third barrel is found on a rooftop dock south of the truck's position. This dock is lively with mutated guests. Considering that this Quest boosts your effectiveness for the "Ferry to Nowhere" Mission, you can use the combat opportunities here to level up any weapons that will be important to the coming Night Defense.

6 The barrel here is on top of a skybridge between buildings, and some OD are feasting off the barrel's seepage. Vault onto this walkway and abscond with the barrel, depriving the OD of their meal. This journey back to the truck is the shortest of the entire task, but OD and Fizzbots here will keep you moving quickly regardless.

7 After a brief detour out of Harbor, Sam cuts back to another barrel's position on the way home. The final barrel is near the water in the industrial waterfront, where copious Scabs occupy the high-value property. If you don't clear them out ahead of nabbing the last barrel, you'll have their full attention as you carry the barrel back to the truck. If you stay grinding, you'll avoid Scab Shooters, so just watch out for the telltale red reticles of Scab Tosser mines.

This is the third of four Vat upgrade Quests; one new upgrade Quest appears in each Act. After all four are completed, you'll unlock an Achievement, in addition to having maxed Night Defense Vats at all locations.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2000	4000	Harbor Vat capacity upgrade
Replay Rewards	$7000	—	—

ACT 4

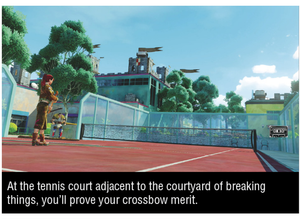
HARDCORE!

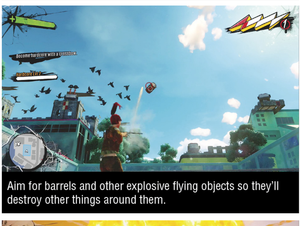
Harbor — Prerequisites: Complete "A Hero's Duty"

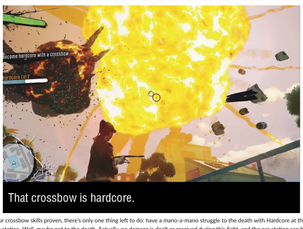
1 Now that you've proven your loyalty to both Fargarthia and the Oxfords by completing Act 3, you'll have several opportunities to deepen your Fargarthian relationships. Visit Hardcore at Castle Fargarthia in Harbor to get this Quest started. He'll point you toward a Foam Sword (pointing is really as descriptive as Hardcore can get), then head outside. This entire Quest occurs in the immediate vicinity of Castle Fargarthia.

At first, Hardcore merely wants you to bash everyday things with the sword. Run and grind around just outside the base, smashing flowerpots, crates, cars, newspaper vending machines, anything you can find. After the vending machine is destroyed, you'll notice a herd of Poppers rounding the corner. Meet them head-on; it'll only take swinging at one or two of them to blow the whole bunch because of the way they pop with splash damage upon death.

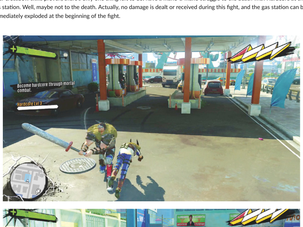
Next, Hardcore wants you to prove how hardcore you can be with a crossbow. As you're about to see, this is the hardest-core crossbow the world has ever seen. Hardcore has catapults launch explosive barrels at the tennis court, and you've got to shoot them out of the sky. You'll quickly realize those barrels aren't the only things in the air. There are pigeon flocks, planes, an enormous Fizzco dirigible, and even an extraterrestrial presence. Your hardcore crossbow will avail you; try to shoot at barrels and aircraft so that the explosion spreads between airborne objects.







Your crossbow skills proven, there's only one thing left to do: have a mano-a-mano struggle to the death with Hardcore at the gas station. Well, maybe not to the death. Actually, no damage is dealt or received during this fight, and the gas station can be immediately exploded at the beginning of the fight.



Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2000	4000	Costume item: Foam Sword
Replay Rewards	$4000	—	—

ACT 4

THE MOST EPIC QUEST FOR EXP

Harbor — Prerequisites: Complete “A Hero’s Duty”

With Ignatius reinstalled as head of a (somewhat) peaceful Fargarthia (well, at least the local marauders are gone), he’s now free to engage his subjects on other matters. Ignatius says that “an impressive golem of sorcery runs rampant.” Of course you know what that means: there’s a Fizzco Tank Bot somewhere that Ignatius wants destroyed. He won’t come right out and say that, since he’s lovingly crafted a campaign scenario around the pursuit of this foul mechanized beast. As a reward, you’ll get a mechanized beast of your own.

King Ignatius will dispatch you on a marvelous adventure.

2 First, you'll need to head east to the beach to protect a babe being attacked by goblins. This babe ends up being just Toby the Fargarthian, who was hoping to find some private space to practice his dance moves and is now instead beset by "goblins," known to everyone else as OD. This is a nasty swarm featuring three Muggers as well as Gunkers and regular OD. There's no reason to hold back against a force this lethal, and you can considerably simplify this in the first couple seconds by launching a couple Pulse Mines around a Taunt Bot, deploying a couple Turret Copters, then whipping out Captain Ahab. Your deployables will help keep you safe while clearing out minor enemies, allowing you to train high-damage guns on Muggers clinging to walls. Make the beachfront safe for Toby's dance moves and you'll earn EXP in Ignatius's campaign and a new, familiar-sounding assignment.

Groups of Muggers can now simply appear at random while you're roaming around Sunset City, so you should be more familiar with these beasts by now.

Bait Muggers into barely missing, track the perch they retreat to, then blow them away.

3 Naturally, King Ignatius lusts for this one ring, which he thinks can be found at Gilt Trip store Downtown. This is a fair trek west across the Downtown district. Inside the store, you won't find that one gold band Ignatius is after, but you will see an OD nearby wearing it! The OD runs off, forcing you to chase it and all its orc-like friends to claim that one ring. Switch to area-clearing weapons like Hair Spray Bomb to get through the throngs in a hurry; you can also deploy Pulse Mines right in their midst, and ahead in the ring-bearer's path. Kill them and take "The Specious" before the ring-bearing mutant is able to leap into the water, destroying it.

Stop this OD before it plunges The Specious into the water.

This OD is immediately joined by dozens more, including a Herker.

Retrieve the surprisingly heavy gold band Specious and this task is complete! So precious.

4 Next, dungeon master Ignatius requires that you control a wolf with your dreams. Well, that's awfully specific. Luckily, Oxford alumna Margaret will lend you Boo-Boo for use in this Quest. Since all you've got to do is demonstrate mastery over beasts before Ignatius, this should be easy to accomplish using the Kitty Cannon. Head to Sasquatch and Friends in Old Factory District to give Ignatius a "dream wolf" demonstration. You'll again wield the Kitty Cannon in order to coax Boo-Boo to savage your enemies. There are Fizzco Bots entrenched in the road just north of the pizzeria, so dispatch them with Boo-Boo and claim more of Ignatius's EXP.

It's a pity you can't take Boo-Boo on walks more often. Boo-Boo would make a lovely Night Defense companion…

Fizzco Bots don't fare any better against Boo-Boo now than did OD and Herkers during "Boo-Boo Roverdrive."

5 Hurry back to Fargarthia if you dare, intones Ignatius. The final test is nigh! Fast travel or hoof it back to Fargarthia and address the king. He has entrusted you with your own army now—at least an army of jury-rigged Traps—and sends you south to engage in grave combat with the warlocks. You'll have 140 energy to place four Siegfried the Great Traps, which are what Ignatius just gave you. That done, the battle will commence. "Goblins," or OD, flood in with a Spawner at first, putting your armaments and Siegfried Traps to the test. Siegfried Traps are unique in that each individual Trap can "level up" as the battle progresses, growing stronger and changing visually. This requires that you keep Siegfrieds operational; if enemies destroy a given Siegfried Trap during this Quest or a Night Defense event, the level progress is lost.

This is the same area used for Buck National's Episode 3 Challenge. You can place one Siegfried each on the roads leading out from the main intersection to help break up incoming forces, or cluster them in the center and revel in the focused firepower.

You must battle OD long enough to attract the attention of Fizzco patrols.

With enemies clustered as thick as during Night Defense, mass-scale weapons and Amps work great against many mutants all lumped together.

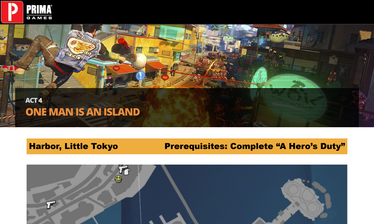
When the Spawner and its attendant OD are overcome, more OD will arrive with Muggers backing them up. Continue fighting the dozens of OD, eventually causing enough of a ruckus to prompt Fizzco pacification forces to show up, including a Fizzco "warlock king," or Tank Bot.

With the Tank Bot, Blade Bots, and masses of OD, it's time to pull out all the stops.

Whittle down the forces around the Tank Bot, then finish it off to cap your Ignatius EXP.

Rewards

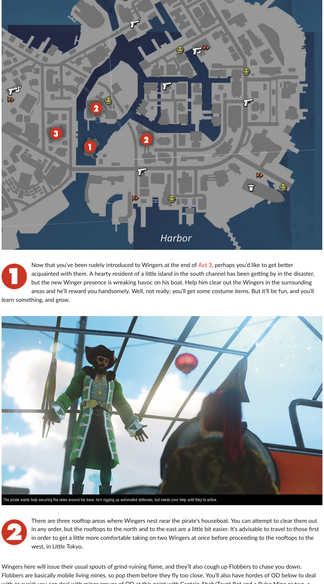
	Cash	Overcharge	Items/Unlocks
Rewards	$4500	8000	Siegfried The Great Trap
Replay Rewards	$15000	—	—



ACT 4

ONE MAN IS AN ISLAND

Harbor, Little Tokyo — **Prerequisites: Complete "A Hero's Duty"**

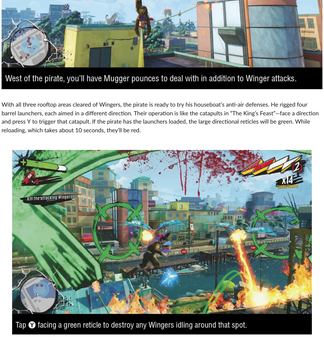


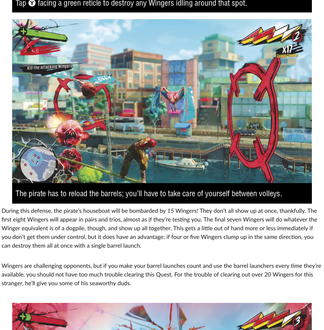
1 Now that you've been rudely introduced to Wingers at the end of Act 3, perhaps you'd like to get better acquainted with them. A hearty resident of a little island in the south channel has been getting by in the disaster, but the new Winger presence is wreaking havoc on his boat. Help him clear out the Wingers in the surrounding areas and he'll reward you handsomely. Well, not really; you'll get some costume items. But it'll be fun, and you'll learn something, and grow.

The pirate wants help securing the skies around his boat; he's rigging up automated defenses, but needs your help until they're active.

2 There are three rooftop areas where Wingers nest near the pirate's houseboat. You can attempt to clear them out in any order, but the rooftops to the north and to the east are a little bit easier. It's advisable to travel to those first in order to get a little more comfortable taking on two Wingers at once before proceeding to the rooftops to the west, in Little Tokyo.

Wingers here will issue their usual spouts of grind-ruining flame, and they'll also cough up Flobbers to chase you down. Flobbers are basically mobile living mines, so pop them before they fly too close. You'll also have hordes of OD below to deal with or avoid; you can deal with minor groups of OD at this point with Captain Ahab/Taunt Bot and a Pulse Mine or two, a lemming trap that only takes you a second to set up. Captain Ahab is also probably the best weapon to use against the Wingers themselves, unless you have a ProPain Launcher from Chaos Squad.





3 The rooftops just west over the water into Little Tokyo contain two Wingers, just like the other indicated places, but here there are also two Muggers (and the usual background radiation of dozens of OD below nipping at your bouncing heels). This makes the fight more difficult, but you don't actually have to kill the Muggers. If you're adept at avoiding their leaping strikes, you can just avoid them and take out these two Wingers like the others. If you're not adept at avoiding Mugger attacks, set up multiple Taunt Bots and Turret Copters to give yourself a healthy assist.

With all three rooftop areas cleared of Wingers, the pirate is ready to try his houseboat's anti-air defenses. He rigged four barrel launchers, each aimed in a different direction. Their operation is like the catapults in "The King's Feast"—face a direction and press Y to trigger that catapult. If the pirate has the launchers loaded, the large directional reticles will be green. While reloading, which takes about 10 seconds, they'll be red.

During this defense, the pirate's houseboat will be bombarded by 15 Wingers! They don't all show up at once, thankfully. The first eight Wingers will appear in pairs and trios, almost as if they're testing you. The final seven Wingers will do whatever the Winger equivalent is of a dogpile, though, and show up all together. This gets a little out of hand more or less immediately if you don't get them under control, but it does have an advantage: if four or five Wingers clump up in the same direction, you can destroy them all at once with a single barrel launch.

Wingers are challenging opponents, but if you make your barrel launches count and use the barrel launchers every time they're available, you should not have too much trouble clearing this Quest. For the trouble of clearing out over 20 Wingers for this stranger, he'll give you some of his seaworthy duds.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	–	–	Costume items: Pirate Hat, Pirate Jacket, Eyepatch
Replay Rewards	$7000	–	–

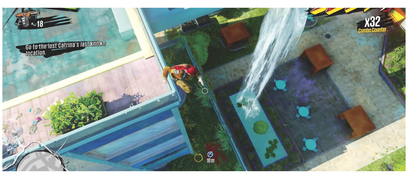
ACT 4

LA VENGANZA

Downtown **Prerequisites: Complete "Las Catrinas"**

1 Speaking with one of Las Catrinas, you'll learn that one of their sisters has gone missing and was last seen in an area dominated by Scabs. Not a good sign. If something happened to her, respects will need to be paid properly, with vengeance. Vengeance—venganza. You'll have to check a high balcony on the west side of Downtown.

2 Once you find the right building, you'll have to do some climbing. The evidence is found on the second balcony from the top: a megaphone and bloody shoes. That seems fairly incriminating, so La Catrina asks that you place an effigy in honor of the lost Catrina.

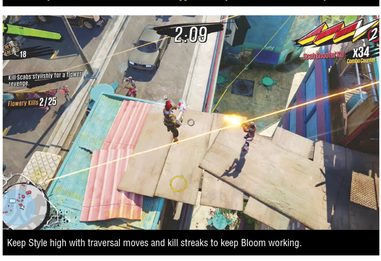


Find the evidence up high, and place an effigy of remembrance.

So that's where those come from.

3 After placing the effigy, La Catrina will pipe in some appropriate remembrance music, and La Venganza will begin: you must head to the Scab base nearby and Stylishly kill 25 Scabs to honor the fallen sister, all before the song ends. This gives you three minutes to fulfill the goal. The Bloom Amp will be automatically equipped during this Quest, and you'll need Style level 2 or higher to keep it activated, and flowers are what La Catrina is after. 25 blooming Scab kills later, you'll complete the Quest, having honored the lost Catrina appropriately. Sort of.

The Scab base nearby also happens to be conjoined with an OD-overrun highway; the Scabs are as likely to be distracted with OD and Muggers as they are to be worried about you.



Keep Style high with traversal moves and kill streaks to keep Bloom working.

After the dance of vengeance, there's only one thing left to check, back on the balcony where you found the shoes and megaphone.

Rewards

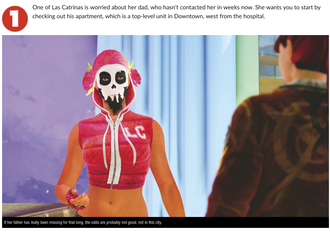
	Cash	Overcharge	Items/Unlocks
Rewards	$2500	5000	–
Replay Rewards	$6000	–	–

ACT 4

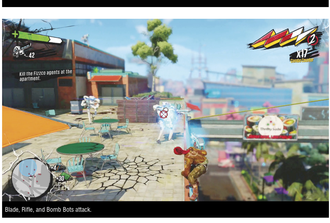
IT'S PERSONAL

Downtown **Prerequisites: Complete "Las Catrinas"**

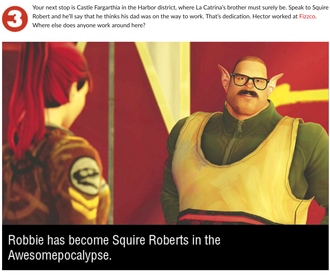
1 One of Las Catrinas is worried about her dad, who hasn't contacted her in weeks now. She wants you to start by checking out his apartment, which is a top-level unit in Downtown, west from the hospital.



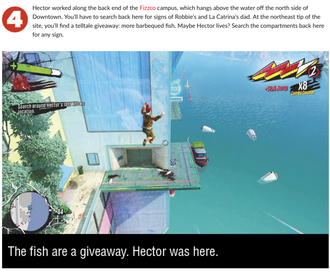
2 When you find Hector's place, you'll find fish carcasses strewn about, but no Hector. Then, a patrol of Fizzco Bots find you, dropping in to attack. Survive the Fizzco ambush then report back to La Catrina about the situation. The best lead she has next is her brother, who happens to be a LARPer. You know where that means he must be.



3 Your next stop is Castle Fargathia in the Harbor district, where La Catrina's brother must surely be. Speak to Squire Robert and he'll say that he thinks his dad was on the way to work. That's dedication. Hector worked at Fizzco. Where else does anyone work around here?



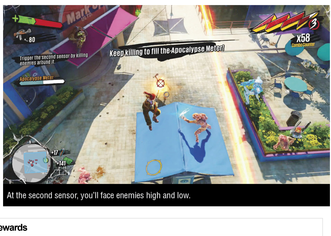
4 Hector worked along the back end of the Fizzco campus, which hangs above the water off the north side of Downtown. You'll have to search back here for signs of Robbie's and La Catrina's dad. At the northeast tip of the site, you'll find a telltale giveaway: more barbequed fish. Maybe Hector lives? Search the compartments back here for any sign.



5 The compartment marked 06 is the one you want. Examine it and you'll find that Hector is alive—he's actually in an escape capsule that failed to eject. You'll need to set off a couple "apocalypse alarms" nearby to trigger his release.

6 The first sensor is at street level nearby, just under a holographic Fizzco sign. You'll need to continually massacre enemies close to the sensor in order to gradually build up the Apocalypse Meter. When it's maxed, you'll hear Klaxons blaring, Fizzco's alarms finally tripped much later than they actually should have, given the circumstances. The enemies around the sensor include a Spawner and groups of OD. To ensure that they're in range for the Apocalypse Meter when you mush whole groups of them, consider launching a Captain Ahab spear into the ground near the sensor.

7 The second sensor is southwest on a rooftop, surrounded by somewhat more dangerous forces. A Winger nests up here, and there are Fizzco Bots patrolling and OD shambling along. The sensor itself is situated near some pleasant outdoor seating, with several umbrellas and awnings conveniently arrayed nearby for you to bounce back and forth on. As with the other sensor, constant kills near it are required to build the Apocalypse Meter. Fill the meter to raise this second alarm and Fizzco's dorms will finally go into alert, ejecting Hector almost three weeks too late. So is it time to give La Catrina and Robbie the good news?



Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$5000	10000	--
Replay Rewards	$10000	--	--

ACT 4

RE-QUESTS

Downtown, Old Factory District, Little Tokyo, Harbor

Prerequisites: Complete “Help A Hobo,” “Oxfords’ Lost And Found,” “To Build A Better Cat Trap,” “Hardcore!” And “La Venganza”

1 This Quests-within-Quests Quest is available only if you’ve completed four particular other Quests, each in a different district and Act. Once you’ve done that, you can find the Quest icon saleswoman in the northwest part of Downtown. When you need a Quest icon rotating above your head so people know where to go for a task and some sweet loot afterward, she’s your go-to gal. But there are icons out there in the wild attached to Quests that are complete, so those people don’t need them anymore. This woman wants you to go get those icons.

If you've passed through before, you've probably been puzzled by the boxes here.

The Quest icon lender has some overdue icons she wants recovered.

2 First up is Reginald the hobo, from "Help a Hobo." You'll find him on the same dock you left him at in Old Factory District, living the easy life in hobo heaven. He doesn't have the icon anymore; he gave it to some teddy bear-obsessed dude. That doesn't happen to sound like Floyd, does it?

The hobo didn't hold onto his icon.

3 Check with Floyd at Kickass Brewing Co. and you'll find that he still has Reggie's icon. Floyd had been planning to try making an Amp out of the icon, but since you already have a Quest that requires it, he'll cough it up.

You'll get the first icon from Floyd at the brewery.

4 Next up, you'll want to consult the Oxfords. Head to Sasquatch and Friends and enter, asking among the students if anyone has a spare icon. One Oxford will reveal he tossed the old thing out. Happily, he just means the dumpster out back. Exit the pizzeria and check the alley in the back to find the icon by the dumpster.

The Oxfords threw it away, but it's not a long journey to retrieve it.

5

Next up, you'll naturally want to check with Troop Bushido at the museum in Little Tokyo. Consulting a troop in the main camp reveals that they placed the spare icon in one of the museum's anti-OD traps, for reasons that probably shouldn't be pondered for too long. Head to the trap garden on the grounds and simply snag the icon out of the jaws of the trap to retrieve it.

Troop Bushido has placed their icon as bait in a trap, which would make sense if the OD tried to complete Quests.

6

Next up, there will be no better place in all of Sunset City to ask about Quest icons than Fargarthia, home of the city's most useful LARPers. Check with Hardcore and it will become apparent that, while the icon is still technically here, Hardcore sort of broke it into five shards. Well, let the icon salesperson sort that out; collect the five shards from just inside House Fargarthia's castle and be off.

out his late
/5
2m
Talk to Hardcore

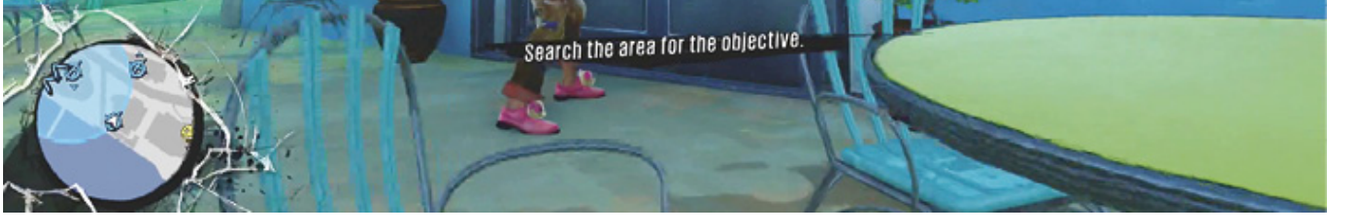
s inside the
5

Hardcore fights hard and quests harder.

7 The last icon was with Las Catrinas. When you check with one of them, you'll find that they won't lift a finger if it doesn't somehow help the children. You can have the icon, but only if you first use the icon to go door to door Downtown canvassing for donations to the kids.

Las Catrinas will make you do a little bit of legwork for their icon.

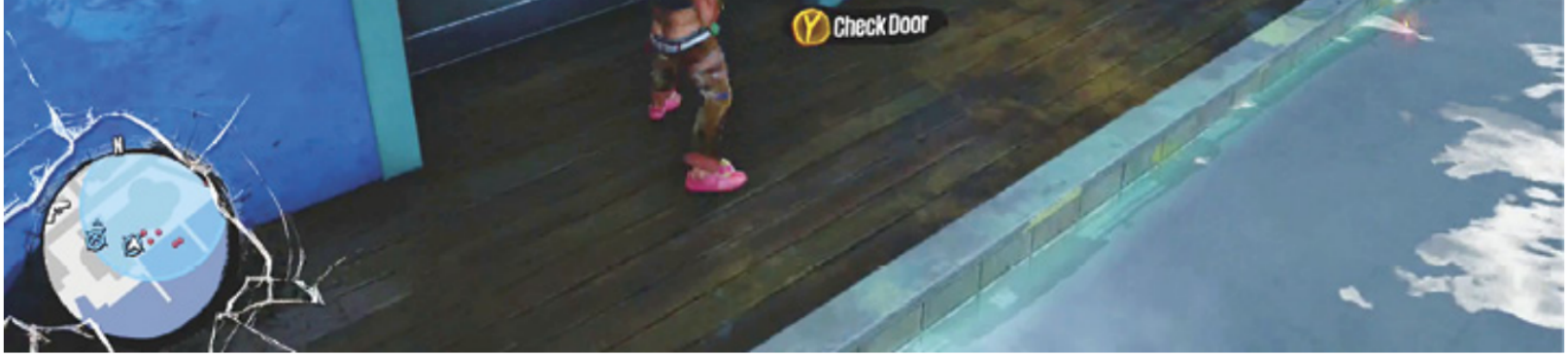
8 The five doors for donations (one of which is actually an air vent) are all residences just slightly southwest of the hospital, so you won't have to travel far. Simply go door to door with the Quest icon spinning delectably above your head and the residents won't be able to resist you. When five donations are collected and Las Catrinas are appeased, it's time to return to the Quest icon saleswoman to return the icons and receive your reward.


Search the area for the objective.

14
Go door to door and collect money for the children.
Donations Collected 2/5
X4
Combo Counter
52m
35m
1m
Check Door

14
Go door to door and collect money for the children.
Donations Collected 1/5
X6
Combo Counter
100m
0m
Check Door

8
Go door to door and collect money for the children.
Donations Collected 3/5
DIVING SCHOOL
X14
1m



With your very own Quest icon, receiving help is a snap.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	5000	Costume item: Street Hoodie
Replay Rewards	$11000	—	—

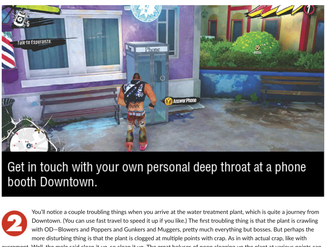
ACT 4

FIZZCO: THE SECRET INGREDIENT

Downtown, Old Factory District

Prerequisites: Complete "Awesomesmithing" And "Fizzco: The International Conspiracy"

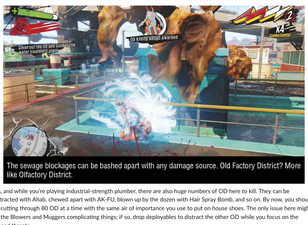
1 Here it is, you're finally down to getting vital evidence of Fizzco wrongdoing. The mole contacts you again via a phone booth Downtown and takes you to the Sunset Water Treatment Plant in lower Old Factory District. There, if you can clean up the plant and power it back on, there should be computers that have access to deep Fizzco secrets.



Get in touch with your own personal deep throat at a phone booth Downtown.

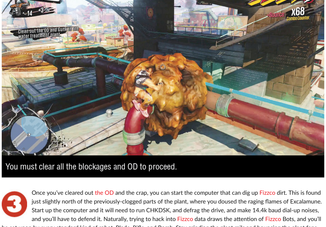
2 You'll notice a couple troubling things when you arrive at the water treatment plant, which is quite a journey from Downtown. (You can use fast travel to speed it up if you like.) The first troubling thing is that the plant is crawling with OD—Blowers and Poppers and Gunkers and Muggers, pretty much everything but bosses. But perhaps the more disturbing thing is that the plant is clogged at multiple points with crap. As in with actual crap, like with excrement. Well, the mole said clean it up, so clean it up. The great boluses of poop clogging up the plant at various points can be shot, smashed, or rolled into order to break them off of crucial plant elements. Most of the big chunks are out in the open and more or less impossible to miss, but (if you're having trouble finding them all) be sure to grind the circumference of the plant looking inward—there may just be one or two straggler lumps you haven't seen from the angles you've traveled.

Both the OD and the crap must be cleaned out.



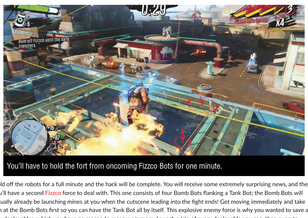
The sewage blockages can be bashed apart with any damage source. Old Factory District? More like Olfactory District.

Oh, and while you're playing industrial-strength plumber, there are also huge numbers of OD here to kill. They can be distracted with Ahab, chewed apart with AK-FU, blown up by the dozen with Hair Spray Bomb, and so on. By now, you should be cutting through 80 OD at a time with the same sit of importance you use to put on house shoes. The only issue here might be the Blowers and Muggers complicating things; if so, drop deployables to distract the other OD while you focus on the ranged threats.

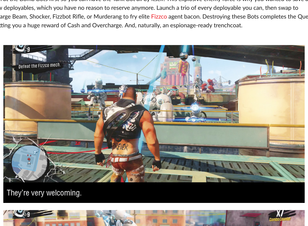


You must clear all the blockages and OD to proceed.

3 Once you've cleared out the OD and the crap, you can start the computer that can dig up Fizzco dirt. This is found just slightly north of the previously-clogged parts of the plant, where you doused the raging flames of Excalamune. Start up the computer and it will need to run CHKDSK and defrag the drive, and make 14.4k baud dial-up noises, and you'll have to defend it. Naturally, trying to hack into Fizzco data draws the attention of Fizzco Bots, and you'll be set upon by every standard kind of robot, Blade, Rifle, and Bomb. Stay grinding the plant rails and bouncing the plant fans while taking aim at the robots with electric weapons. If you have deployables (and if you don't, why don't you?), feel free to use about half of your stock, but don't run those guns dry just yet.



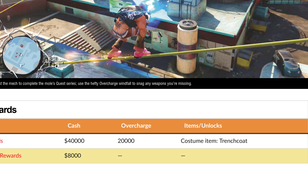
When the plant is cleaned up, check the console by the treatment pools.



You'll have to hold the fort from oncoming Fizzco Bots for one minute.

Hold off the robots for a full minute and the hack will be complete. You will receive some extremely surprising news, and then you'll have a second Fizzco force to deal with. This one consists of four Bomb Bots flanking a Tank Bot; the Bomb Bots will actually already be launching mines at you when the cutscene leading into the fight ends! Get moving immediately and take aim at the Bomb Bots first so you can have the Tank Bot all by itself. This explosive enemy force is why you wanted to save a few deployables, which you have no reason to reserve anymore. Launch a trio of every deployable you can, then swap to Charge Beam, Shocker, Fizzbot Rifle, or Murderang to fry elite Fizzco agent bacon. Destroying these Bots completes the Quest, netting you a huge reward of Cash and Overcharge. And, naturally, an espionage-ready trenchcoat.

They're very welcoming.



Stay moving and bombard the Tank Bot with your strongest electric weapons.

Bust the mech to complete the mole's Quest series, use the hefty Overcharge windfall to snag any weapons you're missing.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$40000	20000	Costume item: Trenchcoat
Replay Rewards	$8000	--	--

ACT 4
THEATER UPGRADE

Downtown Prerequisites: Complete "Getting The Band Back Together"

1 This is pretty straightforward. Floyd would like you to scrounge together some spare robot parts so he can upgrade the new theater fort, and you would probably like to destroy some Fizzbot patrols, leveling up weapons and earning lots of Cash and Overcharge in the process.

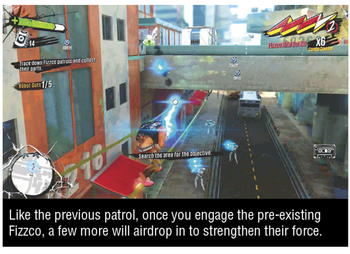
Floyd wants some pretty precious merchandise.

2 You can take the patrols on in whatever order you like, this order just conforms to their pattern on the map, since most patrols are found down the same stretch of Downtown drag. The first patrol, the farthest west, initially consists of four Rifle Bots backed by a turret at a checkpoint, but they'll be joined by two Blade Bots and two Bomb Bots once you attack. These Bots are all fairly close together, so dropping several Hair Spray Bombs for multiple explosions in close quarters can be just as damaging to the assembled Bots as lightning damage.

This is another task involving concentrated Fizzco fights. Pack accordingly.

When each patrol is clear, find and gather the Robot Guts left behind.

3 Head east up the road and you'll find the next patrol. This one is a fortified overpass, with Fizzco agents both above and below. There's also usually a fair amount of OD here already engaged with Fizzco forces, so this is an old-fashioned mess.

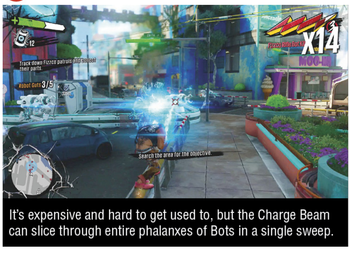


Like the previous patrol, once you engage the pre-existing Fizzco, a few more will airdrop in to strengthen their force.

4 The next patrol further east is another fortified intersection, with multiple turrets established and several Rifle Bots keeping watch. Open fire on this initial deployment and you'll get a couple more of each normal Bot types dropping on top of the festivities. Between patrols, you have every opportunity to restock ammo from crates or fallen enemies or even from Two Hat Jack, so go nuts with Taunt Bot, Turret Copter, and Pulse Mine to make these fights more manageable.

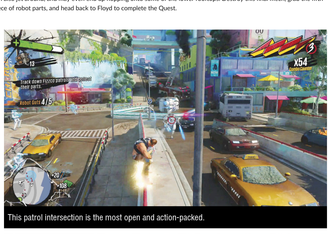
Hair Spray Bomb (or TNTeddy or ProPain Launcher) right into the checkpoints is a great way to open up the fights.

5 The patrol furthest east on this road is the most fortified yet, with three turrets and lots of Bots around it. Apart from that, it's no different than the others. Smash these robots, grab the guts, and move on.



It's expensive and hard to get used to, but the Charge Beam can slice through entire phalanxes of Bots in a single sweep.

6 Like the patrol before it, the northeastern checkpoint already brims with three turrets. And, as usual, when you draw their attention, more Fizzbots will drop in. Here, about three times as many Bots drop in to protect the checkpoint as with the others. The capper, though, is the Fizzco Tank Bot that joins toward the end. In this wide-open environment, you have lots of grind, bounce, and undergrind options while fighting the Tank Bot. Of course, it can also jet around, and may even end up hopping onto some of the lower rooftops. Destroy this final mech, grab the fifth piece of robot parts, and head back to Floyd to complete the Quest.

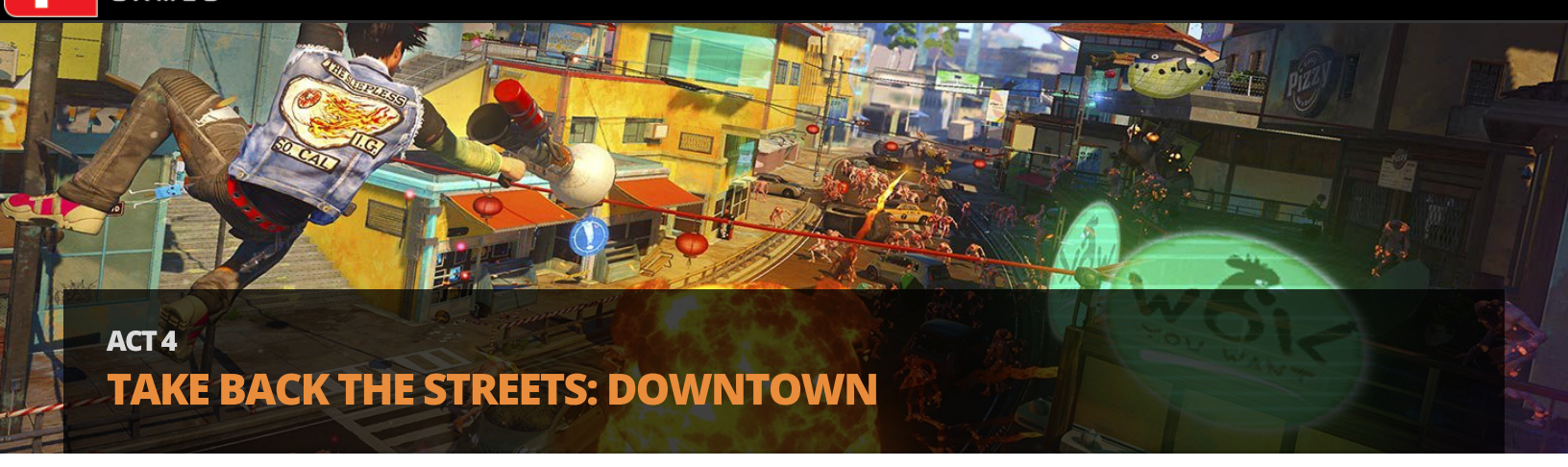


This patrol intersection is the most open and action-packed.

Evidently, Rizzco would prefer you not get ahold of all the robot parts Floyd needs. Too bad.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	5000	Vat capacity upgrade
Replay Rewards	$8000	—	—



ACT 4

TAKE BACK THE STREETS: DOWNTOWN

Downtown	Prerequisites: Complete “Concertpocalypse”

1 Now that all the factions are united, Floyd proposes a moral-building (and territory-stealing) exercise: replace Fizzco flags in each district with “United Factions” flags of his design. This is a four-part Quest, with three flag-plantings to perform in each district. It starts in downtown. You can take these on in any order, but they’re listed here west to east.

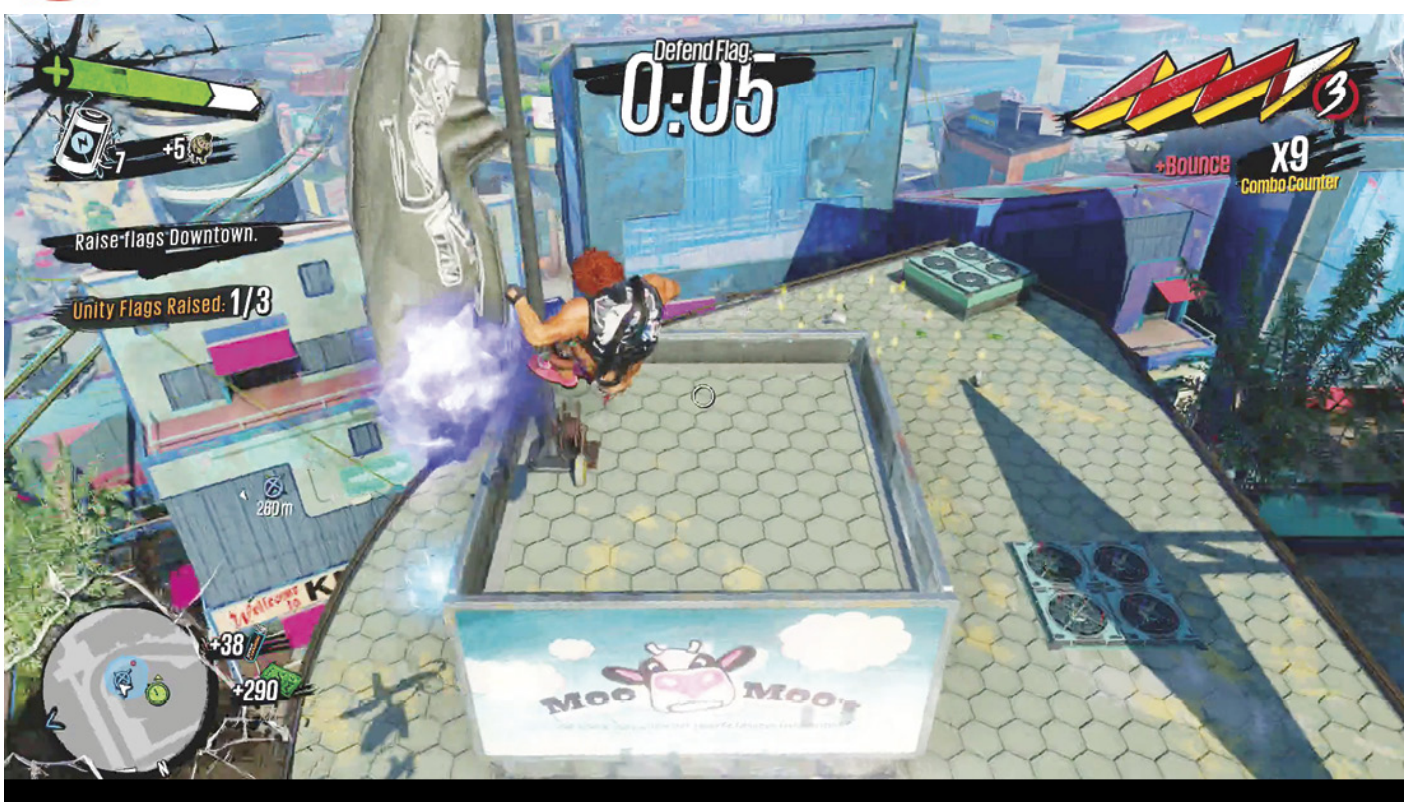
Check the flag out at the theater to start these Quests.

2 At each flag station, there will usually be a Fizzco defense force present already. You’ll want to destroy or evade that force so you can melee the base of the Fizzco flag. This begins the 30-second process of swapping the Fizzco flag for Floyd’s United Factions flag. If Fizzco forces can get to the base of the flag, they can interrupt this process, so you’ll have to defend the flag swap once you initiate it.

Find, melee, and then defend flagpoles to swap the flags.

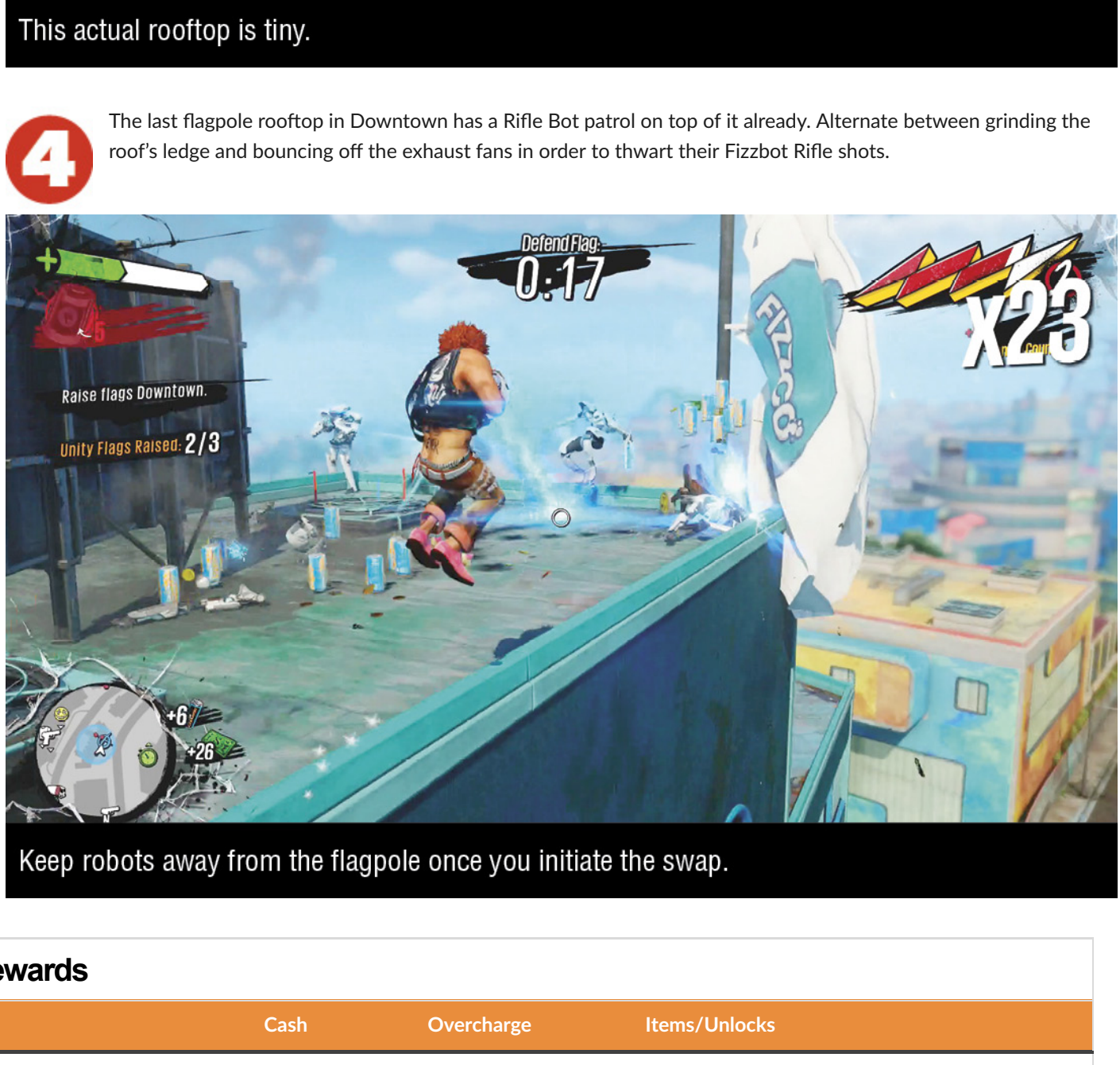
This first defense is a wide-open roof.

3 At the second flagpole rooftop, you’ll find that the flagpole precipice is miniscule. Too small to make a moving stand up there, so set a Pulse Mine up there and then grind the edge of the lower floor.



This actual rooftop is tiny.

4 The last flagpole rooftop in Downtown has a Rifle Bot patrol on top of it already. Alternate between grinding the roof’s ledge and bouncing off the exhaust fans in order to thwart their Fizzbot Rifle shots.



Keep robots away from the flagpole once you initiate the swap.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	5000	Costume item: Fizzco Baton
Replay Rewards	$5000	—	—

ACT 4

TAKE BACK THE STREETS: OLD FACTORY DISTRICT

Old Factory District

Prerequisites: Complete “Take Back The Streets: Downtown”

1 Talk to Floyd at his flag again after the first “Take Back the Streets” Quest and he’ll offer up the next one. This one brings you back to Old Factory District; you can traverse there or just fast travel. You can take on the flagpole defenses in any order, though here they’re listed north to south. The first target in Old Factory District is atop a construction site, exposed to both other construction vantage points and the ground. The situation is messy here, with both Fizzco forces trying to defend the flag point and ravenous OD milling about the construction yard.

Pulse Mines near the flag make any of these defensive Quests much easier.

2 The second rooftop in Old Factory District is relatively low-height, but not vulnerable to the ground. OD are all over the place here, including Gunkers and even Wingers, which may complicate things when you hit the switch to begin swapping the flags. Fizzco Bots will drop in as usual to protect it, but you can saturate the roof with Pulse Mines to make it essentially impregnable.

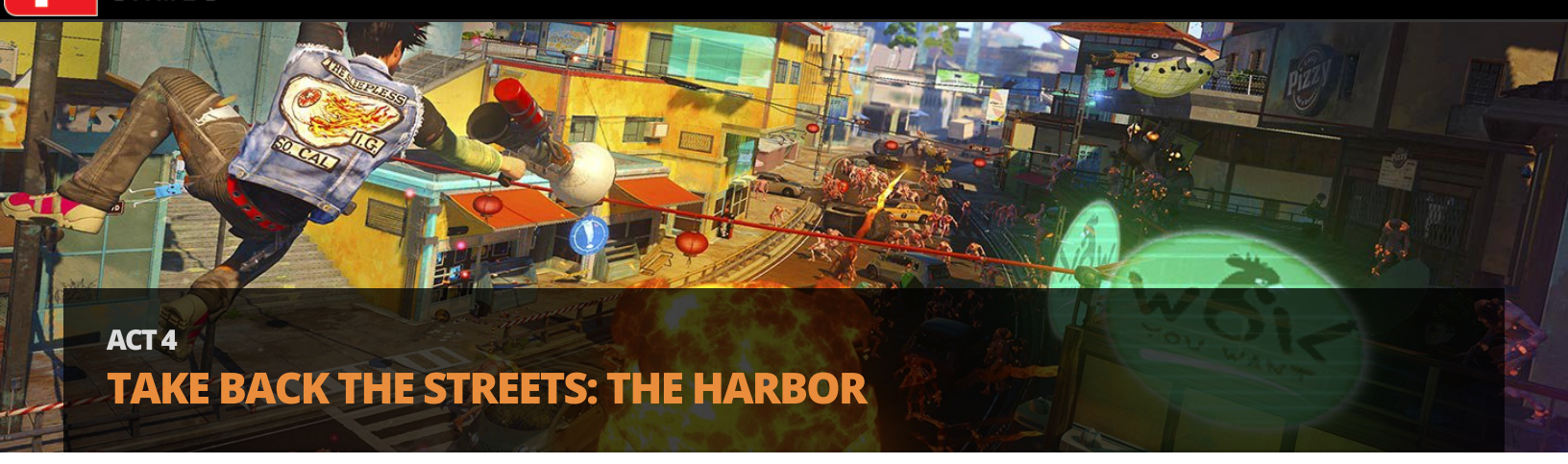
Fizzco forces aren’t built to withstand this kind of trapping.

3 The third flagpole location in this district is found atop a round tanker, which has a grind rail along the circumference. This area is now home to Wingers along with the usual OD suspects, and your fight with Fizzco will attract their attention too as you commence the flagpole defense. Watch out for a Winger to remove your only grind option up here, and hold out to secure yet another district.

There is a more varied mix of enemies fighting in this district’s flagpole defenses.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	5000	—
Replay Rewards	$5000	—	—



ACT 4

TAKE BACK THE STREETS: THE HARBOR

Harbor

Prerequisites: Complete "Take Back The Streets: Old Factory District"

1 Again Floyd entrusts you with the raising of flags in another district. Here, the flags are listed in a sort of clockwise order around the district, though you can take them on in the order you please. The northwest flagpole is on a comfortably large rooftop that has four exhaust fans, giving you plenty of traversal leniency and a relatively easy defense. Since this is a high rooftop, there aren't OD to bother you, as during Old Factory District defenses.

Bounce and disable, disable and bounce.

2 The second flagpole site here, along the beach, is a relatively tall building, but not so tall that OD can't make it up to the top. There are already OD harassing Fizzco guards when you get here, and you'll have to contend with both as your flagpole defense progresses. This includes Gunkers, who can make your rooftop defense very unpleasant when you can't even tell where they are.

Here, you'll run into a Fizzco and OD conflict, already in progress.

3 The last flagpole defense in Harbor is at the southwest point, near the "Forest of Fargarthia." The rooftop here is very defensible, but hordes of OD like to roam the bridge here, usually chaperoned by a Spawner, so you might clear the surrounded area before initiating the flag swap.

Fizzco presence isn't as heavy for this particular defense, but the area is lousy with OD.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	5000	—
Replay Rewards	$5000	—	—

ACT 4

TAKE BACK THE STREETS: LITTLE TOKYO

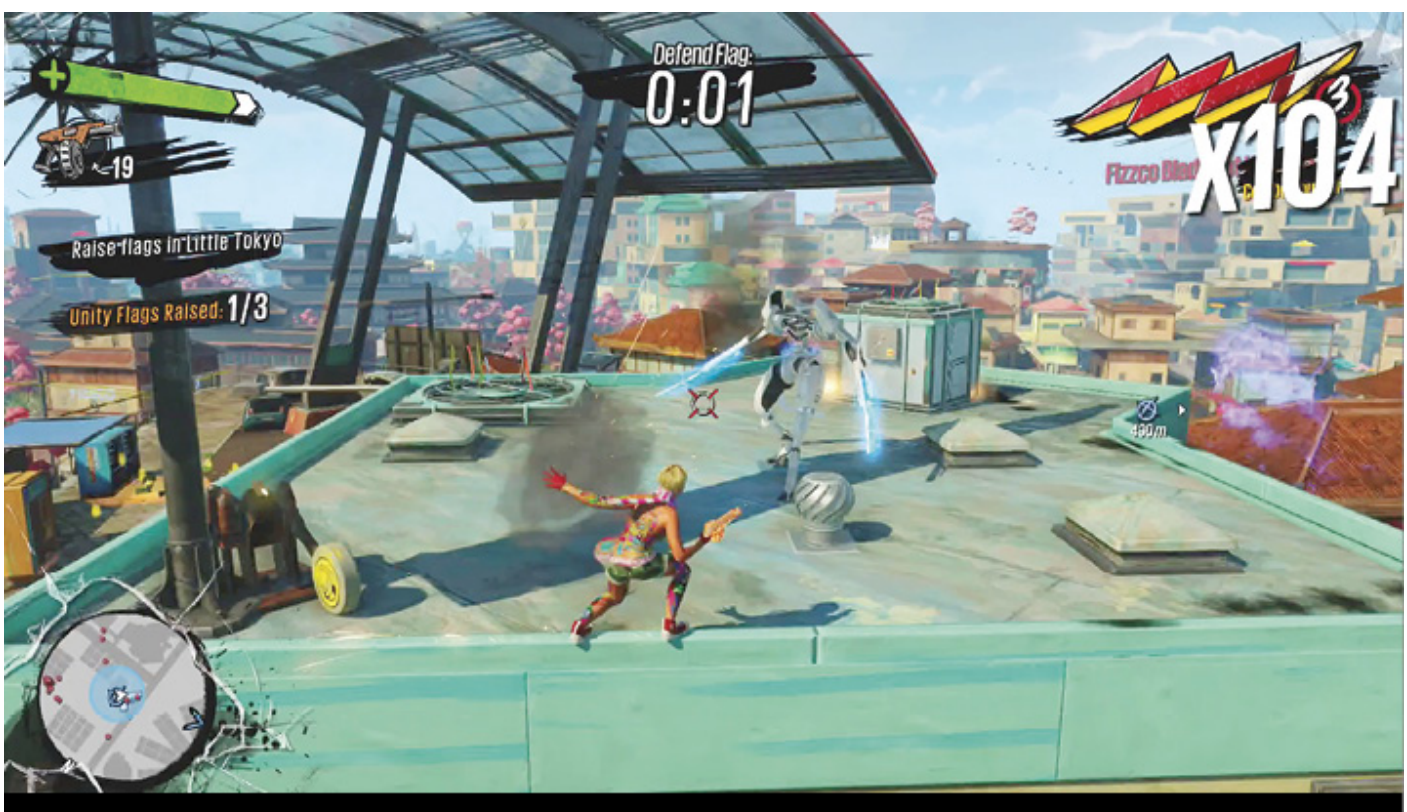
Little Tokyo

Prerequisites: Complete "Take Back The Streets: The Harbor"

1 Check with Floyd again, and he'll have the last "Take Back the Streets" Quest, for Little Tokyo. If you wondered why the rewards for the other flagpole defense Quests were a little on the small side, here's why. It's not that these are harder; it's more like this Quest gives you a lifetime achievement award. (Also, an Achievement.) The west building here has ample places for you to grind and bounce to get a higher vantage of Fizzco Bots trying to climb up, and not much space for them to drop right onto the top.

Bolster the roof with Proximity or Pulse Mines and pepper gunfire downward at Fizzco forces.

2 The central flagpole here is atop a car park, and the irregularly-shaped outline of the rooftop ledge here means that you can avoid most Fizzbot shots if you simply keep grinding. This allows you to stay in motion while firing level along the roof's edge, blasting any Blade Bots that vault up to the roof to try to stop the flagpole raising.



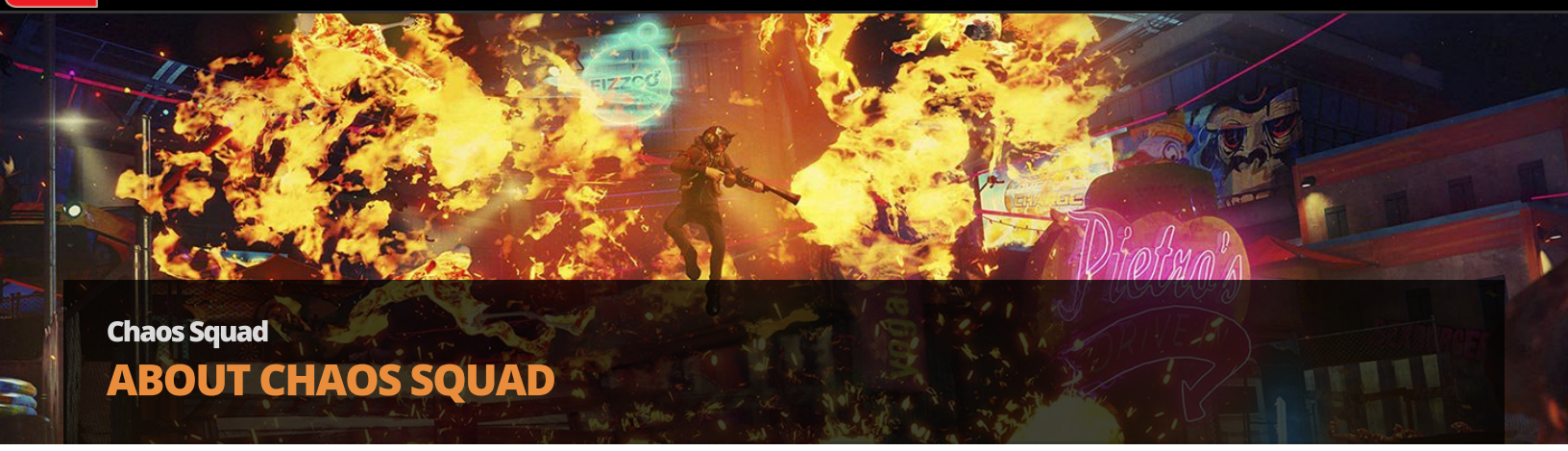
Perpetually grinding rectangular roofs will get you shot by Fizzco forces, but a roof like this can thwart their attempts to lead you.

3 The last flagpole defense point is in southeast Little Tokyo, on a wide-open, flat roof that's prime for Bots to drop and vault onto it. The good thing is that you'll always have a sightline on any robot making a beeline for the flag itself. Issue summary judgment on any offenders and hold off Fizzco for 30 seconds to complete the final flag defense. The city is yours! Along with a ton of currency. Let's remember what's important, here.

Stick a flag in it: the key to any property dispute.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$40000	20000	—
Replay Rewards	$5000	—	—



Chaos Squad

ABOUT CHAOS SQUAD

As a member of a Chaos Squad, you're out to keep your allies safe, your enemies scared, your Overcharge vats right the hell where they are, and yourself entertained, no matter the cost.

Many of these tips and tricks come straight from the Microsoft testers for *Sunset Overdrive*: Ryan "Amused Burrito" Atwater, Danielle "Princess" Blanc, Anthony Ferachi, Matt Igaz, Steve "Marksman" Markham, Jeff "Edo Animus" Nordin, and Karl "Seihi" Smith. If you see one of them, buy them a pizza or something.

Up to eight players can participate in a Chaos Squad via Xbox Live. Each round consists of several consecutive missions set in a specific district of Sunset City, ending in a final all-out night defense at Floyd's local hideout.

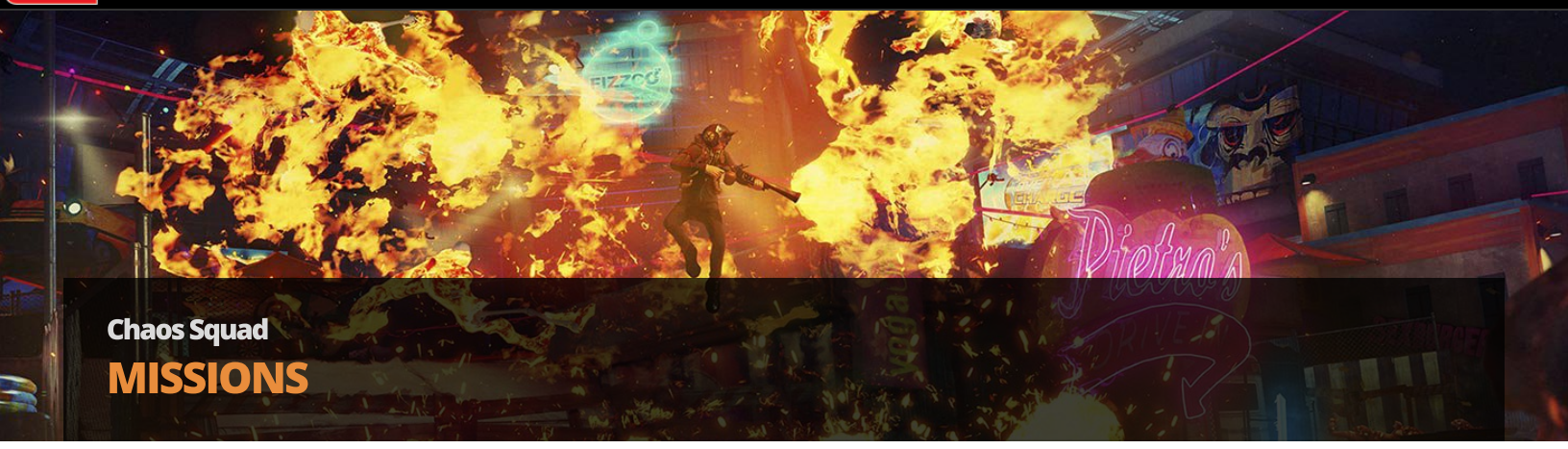
Playing Chaos Squad is the only way to unlock many cosmetic items and upgraded Amps, as well as the powerful ProPain Launcher. You can also earn plenty of cash, Overcharge, weapon XP, and Badges while you're participating, which you can take back into the main game.

If you go into Chaos Squad as soon as it's available, you will do so before you learn a couple of traversal moves, the most notable of which is the air dash. You can earn these moves by spending time playing Chaos Squad or by progressing through the Campaign.

Accessing your menu in Chaos Squad does not pause the game, and bringing up your Weapon Wheel in Chaos Squad does not slow down the action.

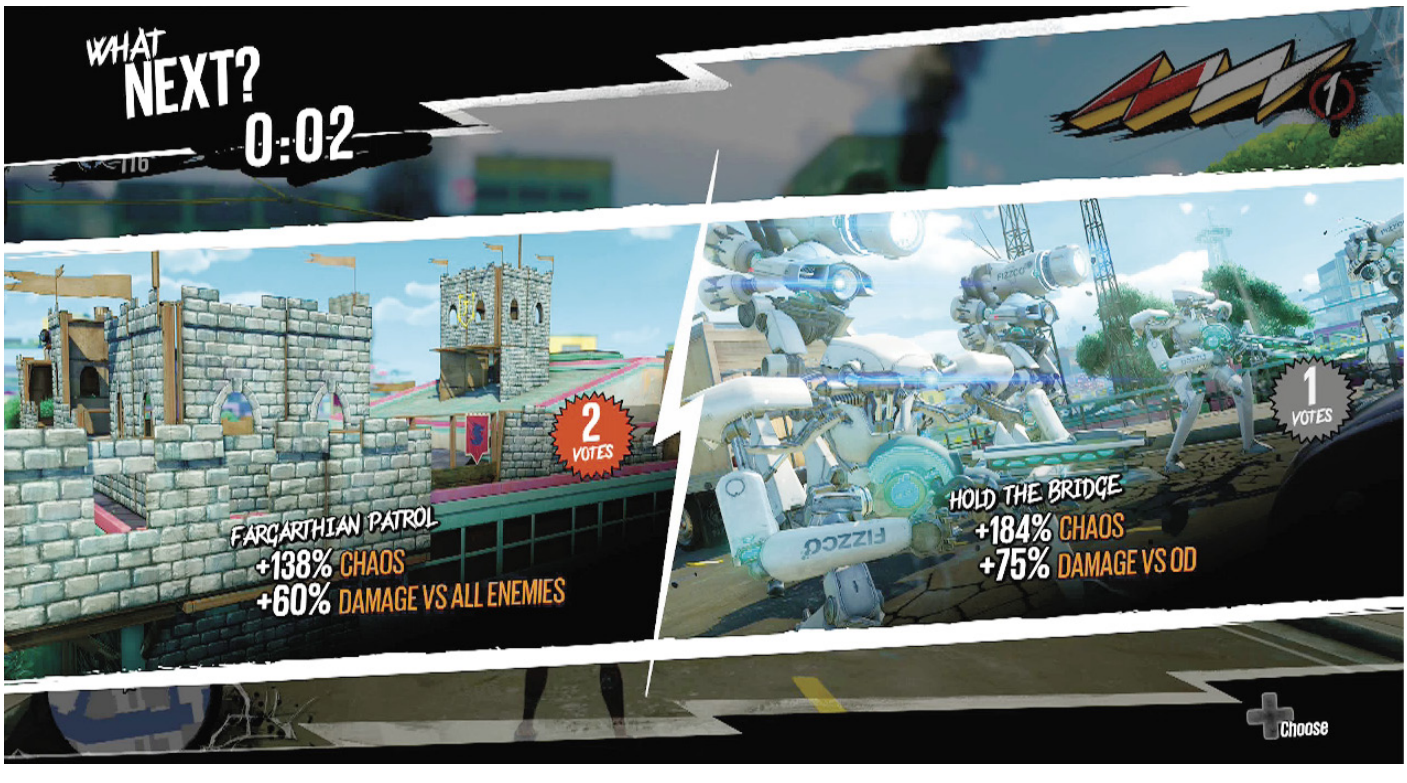
A round of Chaos Squad begins when you use one of the photo booths found throughout Sunset City to sign up. Once a game's found, you and your new running buddies will be taken from your current location to the place where your first mission begins.

You take your current arsenal, Amps, and Overdrives with you into Chaos Squad, and can earn weapon XP and Badges, just as if you were playing by yourself. In fact, if you're looking to earn cash or Overcharge towards a new purchase to help you get through the single-player campaign, a few rounds of Chaos Squad are just the thing.



Chaos Squad

MISSIONS



Chaos Squad is competitive but cooperative. You're working together with your crew to achieve each mission's goals, but you also want to get the highest score.

Each mission has relatively straightforward objectives, as well as two bonus challenges. The latter can be individual or team-based depending on the specific mission, but any you're able to accomplish will add a multiplier to your final score. Getting as many challenges done as possible is a vital part of maximizing your score.

Each district in Sunset City has its own set of possible missions in Chaos Squad. In a typical round, you'll begin with one of them, then vote four times between two randomly-chosen missions your team takes on next, before the whole thing culminates in an intense night defense battle at Floyd's local hideout.

Each mission, if you succeed, gives you a passive bonus for the final night defense battle, such as a percentage-based damage multiplier against certain types of OD or some extra Power to put towards Traps, and a percentage-based bonus to the Chaos level. You have to gauge the Chaos increase vs. the value of the bonus and react accordingly.

A big part of Chaos Squad is managing your Chaos level. The final amount you have going into the last night defense mission represents a health multiplier that's given to all OD on the map, making them tougher to kill. The same value is granted to your final score if and when you succeed on the last level, so it's a balancing act.

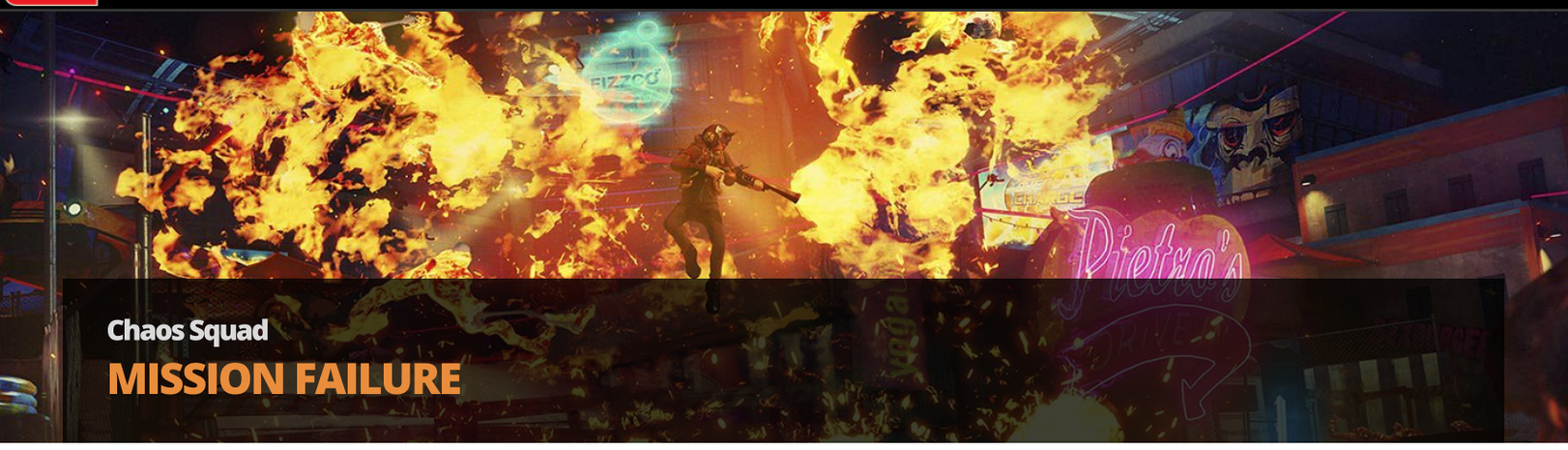
Chaos Squad

SCORE

You earn points from the moment you enter Chaos Squad, for killing enemies, accomplishing objectives, racing to the icons that start missions, and virtually everything else you do.

Your goal is to accumulate as high a score as possible in order to get as many spinners as possible, each of which can produce a different reward. Sometimes you'll just get cash or Overcharge, but you can also get the ProPain Launcher, upgrades to the level-2 versions of many Amps, temporary powered-up versions of your standard weaponry, or new clothes that aren't available anywhere else in the game.

Your Chaos level is also applied to your final score as a multiplier, which directly affects how many rewards you earn. As you can tell from the score requirements, multipliers count for a lot more in Chaos Squad than your raw score does. You can farm points relatively easily between missions by wandering around the city and killing whatever random enemies you run into, but since the multiplier is what matters, it's more or less a waste of time.



Chaos Squad

MISSION FAILURE

It's possible to fail many missions in one way or another, such as by not defeating an enemy within a given time limit.

You're penalized for this by not receiving either the Chaos and the passive bonus that's listed as the stage's reward, which is a double-edged sword. It can actually make the final night defense level much easier if you fail a couple of missions along the way, but you'll also receive a much lower score in the end.

OLD FACTORY DISTRICT

Clean the Sewage Plant

Objective	Clear out the OD.
Challenge 1	Kill the most enemies in a single location.
Challenge 2	Complete the mission in less than 3 minutes.

Sanitizing the sewage plant is best done with strong area-of-effect weapons, and the more of those you have, the better you'll look on the scoreboard. At least try to bring a full magazine for the TNTeddy, and move as fast as you can.

Hack Fizzco

Objective	Hack Fizzco Transmitters.
Challenge 1	Hack a transmitter on the first try.
Challenge 2	Upload all viruses in under 3 minutes.

Unlike a lot of these missions, you'll need to coordinate your team in order to protect whoever ends up hacking the terminals. Use deployables to secure your position, and if you aren't hacking, run interference for the players who are.

Supply Drop!

Objective	Deliver supplies to the boat.
Challenge 1	Deliver 2 supply drops.
Challenge 2	Deliver the most supply drops.

You don't have to wait for the supplies to hit the ground before you grab them. If you use the Slam Bounce and Flip jump, you can get enough height to reach the supply drops before they land.

Scab Construction

Objective	Destroy the main Scab bunker.
Challenge 1	Destroy 2 turrets.
Challenge 2	Destroy the bunker in less than 3 minutes.

Explosives will take out the turrets on the bunker's roof, but there are a lot of turrets scattered around the base and any good Single-Shot weapon can take them out.

Signal Jammers

Objective	Defend the signal jammer.
Challenge 1	Deliver 1 range extender.
Challenge 2	Prevent the signal jammer from taking more than 50% damage.

If you hold a signal jammer for too long, it will explode. If you aren't running with the jammers, you can defend the perimeter by staying at either end of the street. The enemies' spawn points are easy to spot and even easier to bottleneck.

Destroy the Blimp

Objective	Target and destroy the Fizzco Blimp.
Challenge 1	Detonate 2 bombs.
Challenge 2	Kill 4 Fizzco Rifle Bots.

Carry your bomb all the way to the blimp's platform. If you just throw the bomb up there, you won't get credit.

Cooking with Nukes

Objective	Defend the Cooker.
Challenge 1	Complete the mission with no team deaths.
Challenge 2	Kill 3 Blowers.

Use your deployables inside the vat to keep enemies from staying inside the perimeter, and split your team up so some are fighting both inside and outside.

Scavenger Scramble I

Objective	Collect the points!
Challenge 1	Get 100 points in a single round.
Challenge 2	Get 200 points in a single round.

For all Scavenger Scramble challenges, success will come with practice and knowing where the best spots are. As a general rule, never stop moving and always be grabbing points, even if they're just the blue 1-point pickups.

Trolley Ride

Objective	Clear the barricades from the train track.
Challenge 1	Complete the mission with no team deaths.
Challenge 2	Kill 6 Scabs.

High explosives and focused fire will clear each barricade in no time. If you're looking for bonuses and a high score, you can vault a barricade as it's about to go down and rush ahead, killing Scabs and getting an early start on the next barricade.

Urban Jungle Gym I

Objective	Complete the challenges. The mission ends when one player finishes all available challenges.
Challenge 1	Complete 2 challenges.
Challenge 2	Complete 3 challenges.

All the Urban Jungle Gym missions are functionally identical to Buck National's challenges in the main game. For Melee kills, be sure to remove Amps that inflict passive damage like Chance of Lightning, as any kills they score won't count towards the challenge, and make use of Amps like Seismic Smash for quick kills.

LITTLE TOKYO

Garage Defense

Objective	Defend the Troop Members.
Challenge 1	Complete a wave with no Troop members being downed.
Challenge 2	Complete the mission with fewer than 3 deaths.

The Scouts will never get too far from their starting position. Move away from them and use your deployables to intercept and defeat Poppers and Herkers, as they pose the greatest threat to the Scouts.

Attack of the Scabs

Objective	Defend the Troop Members' supplies.
Challenge 1	Complete the mission with no destroyed supplies.
Challenge 2	Kill 10 Scabs.

Throw out a few Turret Copters to keep the supply pile clear of the Scabs.

Rout the Scabs

Objective	Destroy the Scab Forts.
Challenge 1	Destroy 1 fort.
Challenge 2	Complete the mission without dying.

The Forts are a lot less durable than the bunkers in “Scab Construction.” Use explosive weaponry to knock them down quickly and snipe kill credit from your teammates.

Apartment Spawners

Objective	Kill all the Spawners.
Challenge 1	Kill 2 Spawners.
Challenge 2	Complete the mission in under 2 minutes.

Keep the Spawners from running away by paralyzing them. The Stun Rounds Amp, placed on weapons that inflict explosive or fire damage, is useful for this.

Scavenger Scramble II

Objective	Collect the points!
Challenge 1	Collect 100 points in a single round.
Challenge 2	Collect 200 points in a single round.

Little Tokyo has less linked traversal options than the other areas. Use the vertical spaces to your advantage and move between buildings as often as you can.

Escort Troop Members

Objective	Escort the troop members back to their base.
Challenge 1	Kill 1 Herker.
Challenge 2	Complete the mission with no injured Troop members.

Blowers pose the largest threat here, so keep an eye out for them and take them out first. Deployables and other point-defense tactics will handle everything else, but Blowers can drop slime bombs on the Scouts from across the map.

Regenerating Herker

Objective	Defeat the Herker!
Challenge 1	Complete the mission in under 90 seconds.
Challenge 2	Complete the mission without dying.

Rearrange your Overdrives for maximum anti-OD firepower and make use of status effects. Use fire damage-over-time effects to offset the Herker’s regeneration, then freeze him in place to keep him under control. This shouldn’t be a problem as long as everyone’s on the same page.

Urban Jungle Gym II

Objective	Complete the challenges. The mission ends when one player finishes all available challenges.
Challenge 1	Complete 2 challenges.
Challenge 2	Complete 3 challenges.

Be sure to adjust your Amps and Overdrives before the mission starts. You have a lot of space in which to accomplish each challenge, so try to find your own area of the city to peacefully slaughter OD.

Clear All Three

Objective	Clear all three zones of enemies.
Challenge 1	Complete the mission in less than 3 minutes.
Challenge 2	Complete the mission with no team deaths.

If you run too far ahead of the group on this mission, you can easily get into trouble. Stay together; both challenges are team-based, so be careful and work with your group.

HARBOR DISTRICT

Fargarthian Beach Party

Objective	Prevent the OD from destroying the Fargarthian's barbecue grills.
Challenge 1	Kill 1 Herker.
Challenge 2	Complete the mission with all grills intact.

The grills don't move and are right up against the water, so deployables like Pulse Mines are ideal for this mission. Stay close to them whenever possible, as even one OD who sneaks by you can total a grill if left alone long enough. Poppers are particularly dangerous here, as they're anti-grill suicide bombers.

The Amusement Park

Objective	Destroy the turrets, bunkers, and coaster cars.
Challenge 1	Destroy 4 turrets.
Challenge 2	Destroy one of the roller coaster cars.

This is a multiplayer spin on "The Siege of Wonderland Park." Remember to use the park's rides to your advantage, by bouncing off the rocket cars.

Fargarthian Patrol

Objective	Secure all three locations from the enemies that hold them.
Challenge 1	Kill the Spawner before it spawns 20 other OD.
Challenge 2	Kill a Spawner, a Winger, and a Tank Bot.

With eight players working on standard-issue OD, this should be over before you know it. Make use of explosives and multi-target weapons to clear each location out quickly. Since this is all about burst damage, deployables won't be as useful as high-powered guns like the Roman Candle or Hair Spray Bomb.

Hunt Fizzco

Objective	Eliminate all Fizzco Bots!
Challenge 1	Complete the mission in less than 3 minutes.
Challenge 2	Kill a Fizzco Tank Bot.

While you do get partial score credit for assists, you only get credit towards the second challenge if you inflict the killing blow. Use high-damage, anti-robot weapons like the Fizzbot Rifle to "snipe" kills from the other players and ensure you'll get that sweet, sweet multiplier.

Free the Leech Pond

Objective	Free the prisoners from the Scabs' cells.
Challenge 1	Destroy 2 Scab bunkers.
Challenge 2	Destroy 3 Scab bunkers.

As in previous anti-Scab missions, explosive weapons will knock down the bunkers in no time.

Fizzie Attacks

Objective	Destroy Fizzie.
Challenge 1	Defeat Fizzie in less than 3 minutes.
Challenge 2	Kill a Fizzco Tank Bot.

Just like when you fought Fizzie in the main game, you have to stun him before you can shoot his weak point. If someone is grinding on the wires in the water, that generates electricity which is used to raise up the bounce pads. You can then jump on all six of them to generate a pulse and stun Fizzie. Target his weak spot with hitscan weapons like the Dirty Harry, and watch out for backup from Fizzco bots.

Scavenger Scramble III

Objective	Collect the points!
Challenge 1	Collect 100 points in a single round.
Challenge 2	Collect 200 points in a single round.

Starting on the third wave, the highest rooftops begin to spawn 5-point pickups. Make sure to be the first person to the roof.

Hold the Bridge

Objective	Stop the bots from crossing the bridge.
Challenge 1	Complete the mission without letting any Fizzco escape.
Challenge 2	Kill a Fizzco Tank Bot.

This is one of the few times in the game where you get to use traps outside of a night defense mission. Hair Spray Bombs and anti-robot weapons work well to stop the Fizzco bots' progress.

You won't have much Trap Grid Power to work with, but you'll eventually be able to set up traps. Fling Boards can work well, as can Tesla traps if you coordinate their placement with other players.

Urban Jungle Gym III

Objective	Complete the challenges. The mission ends when one player finishes all available challenges.
Challenge 1	Complete 2 challenges.
Challenge 2	Complete 3 challenges.

Remember, any kills you score outside of the challenges don't count. If you're feeling competitive, you can use deployables and area-of-effect weapons to kill more than your share of targets, but this could be considered antisocial.

DOWNTOWN

Fizzco Ambush

Objective	Intercept the Fizzco convoy.
Challenge 1	Kill 10 Fizzco Rifle Bots.
Challenge 2	Kill 4 Fizzco Bomb Bots.

A level-4 Hair Spray Bomb will make short work of each wave of Fizzco.

Fizzco HQ

Objective	Destroy boxes for points!
Challenge 1	Kill 10 Fizzco Blade Bots.
Challenge 2	Kill a Fizzco Tank Bot.

You can destroy boxes with any weapon you like, but the Charge Beam and Roman Candle are both particularly effective.

The Floor is Lava

Objective	Collect Fizzies.
Challenge 1	Collect 1 Fizzie plushy.
Challenge 2	Collect 2 Fizzie plushies.

This is a tricky mission, as it's difficult to spot the Fizzies and touching the lava is instant death. If you can run through a few bonus rings with a Fizzie, that's usually enough to guarantee a first-place finish.

Day of the OD

Objective	Kill OD within the rings to score points.
Challenge 1	Finish a round using only the 3-point ring.
Challenge 2	Complete a round using only the 5-point ring.

The Ahab and Taunt Bots are very useful here to lure in OD, but other deployables can actually hurt your chances. Turret Copters in particular will often snipe OD before they reach the ring, and any OD you kill outside of the ring won't count for the mission.

If you're looking to accomplish the challenges, use voice chat and coordinate it with your team. There's no reason why you can't all get the challenge at once, but you all have to be on the same page.

Traffic Jam

Objective	Clear the blockades with bombs.
Challenge 1	Plant 1 bomb without killing a single enemy.
Challenge 2	Complete the mission in less than 90 seconds.

Keep the bombs' spawn points clear, as Fizzco will constantly drop in to attack. If you're not as agile as your teammates, you can earn just as many points through robot slaughter as you can through carrying bombs.

Wrecking Balls

Objective	Use your wrecking ball to kill OD.
Challenge 1	Kill 20 OD.
Challenge 2	Kill 40 OD.

The wrecking ball controls are identical to the one you use in "Find Bryllcream." If it has any motion going at all when it strikes an OD, the OD is usually dead, so try to swing it back and forth as it's lowering or retracting; you can sometimes pick up an extra kill or two that way. Save your shots for larger groups, or high-value targets like Blowers and Herkers.

Urban Jungle Gym IV

Objective	Complete the challenges. The mission ends when one player finishes all available challenges.
Challenge 1	Complete 2 challenges.
Challenge 2	Complete 3 challenges.

As usual, make sure to remove any passive sources of damage you're using. Make use of Amps like Seismic Smash for quick kills.

Defend the Hospital

Objective	Prevent Scabs from stealing supplies.
Challenge 1	Kill 5 escaping thieves.
Challenge 2	Kill 15 approaching thieves.

This works a lot like a night defense mission, but with Scabs coming down the road to either side of the Catrinas' hospital. If you set up enough deployables on either end, it can be difficult for the Scabs to get anywhere near the supplies. If you want to pick up both challenges, however, you have to let at least a few Scabs near the supply stash.

Vending Vandalism

Objective	Destroy the vending machines!
Challenge 1	Destroy at least 1 Overcharge vending machine.
Challenge 2	Complete the mission in under 2 minutes.

Load up on explosive weaponry so you can damage more than one machine at once. Vending machines aren't as easily destroyed as the crates or boxes from other similar missions, so overkill should be your initial response.

Scavenger Scramble IV

Objective	Collect the points!
Challenge 1	Collect 100 points in a single round.
Challenge 2	Collect 200 points in a single round.

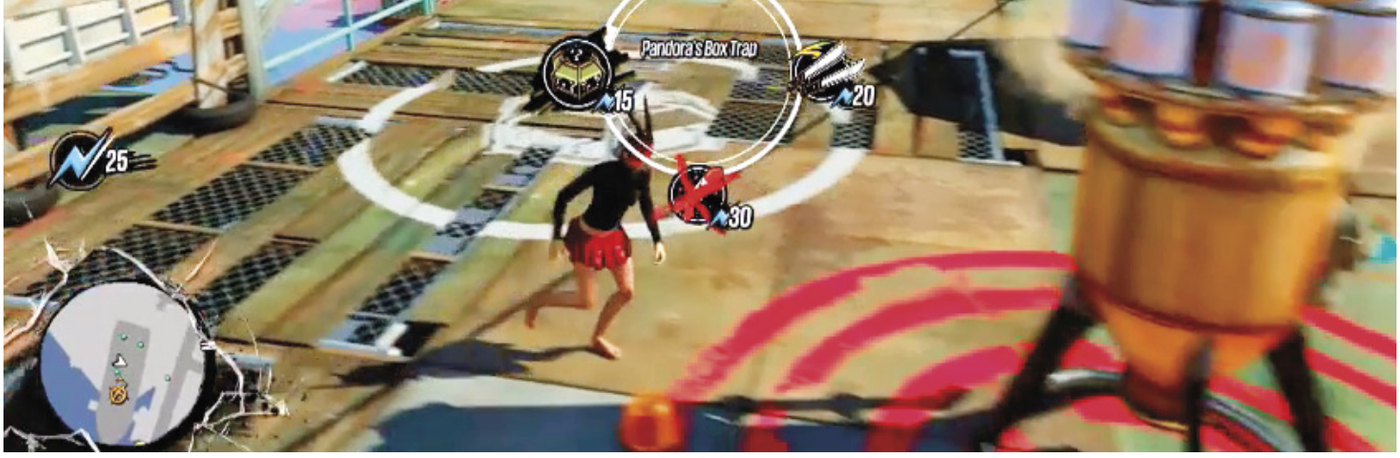
You need to move between the buildings and cross the street constantly if you're looking for big scores. Many of the highest point values can only be picked up through precise wall runs.

Chaos Squad

PREPARATION & CUSTOMIZATION

The first missions in Chaos Squad are much the same as challenges from the main game. You can be sent against Scabs, OD, or Fizzco robots; you may end up on defense, collecting points, or on a campaign of all-out destruction.

You can succeed here with virtually any character build you're comfortable with, although it will never hurt to tweak your performance. For example, if you're going to the Fizzco HQ, you probably want to assign anti-robot guns to your Weapon Wheel and swap over to Overdrives that target Fizzco.

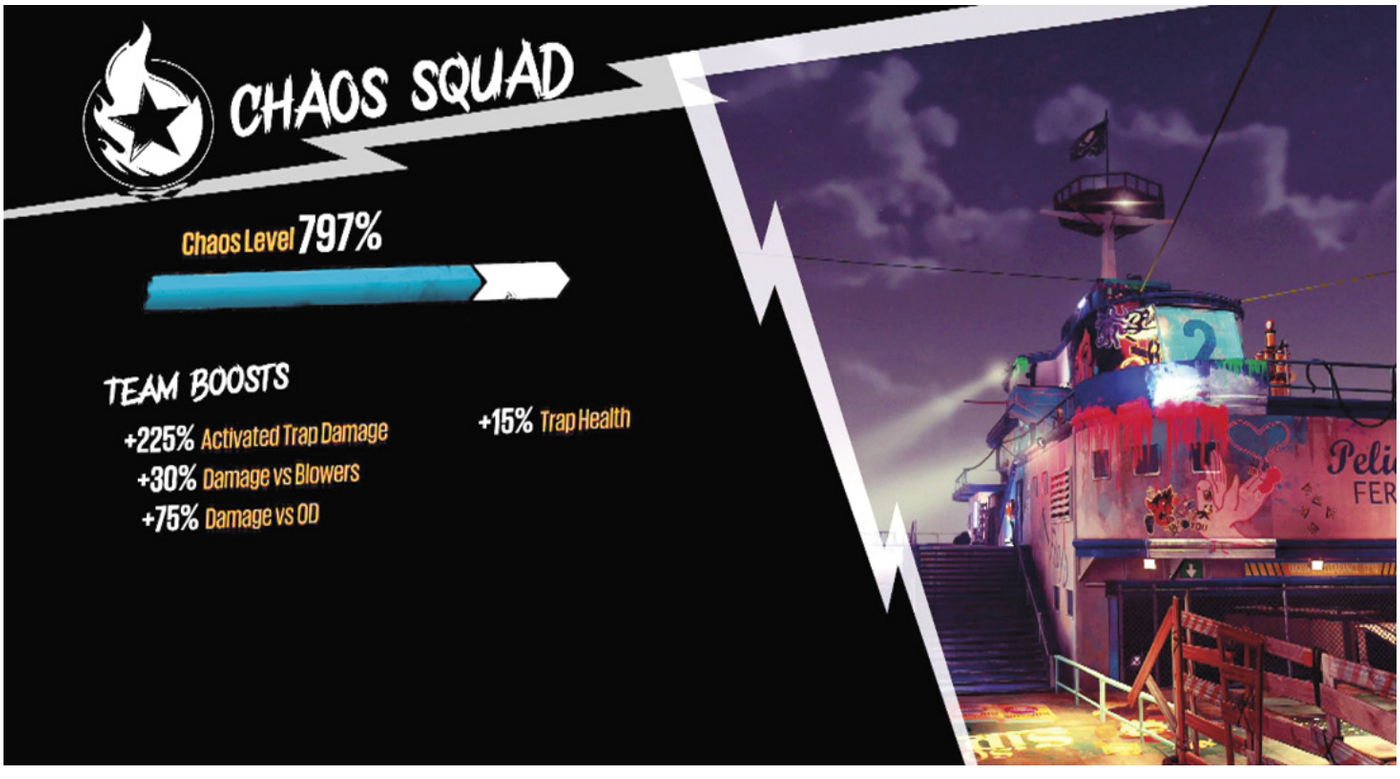


The final stage in Chaos Squad is a night defense mission, based in Floyd's hideout in the district. Each player receives their own Trap Grid Power to spend on placing Traps, and you can adjust your Amps, Overdrives, and Weapon Wheel at any point during the Night Defense. A Fizzco-brand Invisible Wall(tm) prevents you from going more than a block or so away from the base.

Since night defense missions are all OD, all the time, focus on weapons, Amps, and Overdrives that work well against them. Incendiaries are always a good pick, as are area-denial deployables like Pulse Mines and Acid Sprinklers.

TESTER TIP

For maximum damage against OD in Chaos Squad, use the Plus/Minus, Health Regen, Glass Cannon, Sacrifice – Weapons, OD Rival, and OD Killer Overdrives. With all Overdrives at level 4, you'll do 175% more damage to OD with all of your attacks, and the Health Regen Overdrive will heal for slightly more than the damage you take from Plus/Minus.



The difference comes in when you take your Chaos level into account. The Chaos you've earned over the course of previous missions is applied directly to the OD's health as a multiplier. The amount of Chaos per mission varies by the area of the city you're playing in, with the Old Factory District offering the least and Downtown offering the most. In Downtown, if you succeed at all five missions, it's not hard to have 1,000% Chaos or higher.

In Chaos Squad night defense, crowd control becomes just as important as raw damage. Herkers are nearly unstoppable, Wingers can set your whole base on fire, and trap/weapon combinations that racked up an immense kill count in single-player will now only slow the horde down.

TESTER TIP

Even on night defense maps that only have a couple of entrances such as the Old Factory District, keep an eye on your minimap. Herkers can throw smaller OD over the barricades, and if your whole team is busy at the front, those smaller OD can bring down the inner barricades before the outer ones have fallen.

A group of eight players focusing fire, using deployables (especially Turret Copters), and using the right Traps will still devastate an army of OD, no matter their Chaos level. Teamwork, communication, and smart tactics will get you far, but running off on your own will often get you killed.

At the same time, it's important to adjust your priorities. Since enemies are so comparatively fragile in the single-player campaign, you may have found yourself moving away from weapons, Traps, and Amps that do anything other than raw damage.

EVERY SECOND COUNTS

As in the main game, the penalty for dying in Chaos Squad is losing all your Style and having to wait for a respawn. Each subsequent death in Chaos Squad, however, will add a few seconds to the respawn timer and give the OD that much more space in which to steal your Overcharge. Every gun counts here.

At high Chaos levels, Amps like Suck, Spread the Love, and Health Tag become much more useful, as they add to you and your group's survivability. Do your best to stay alive, as every second counts.

In Chaos Squad, where everything's much harder to kill, crowd-control abilities like freezes and area-of-effect stuns come back into their own. You can't simply throw explosives into a crowd and hope for the best, or at least can't do so as efficiently as you could in the single-player game.

For example, the Hair Spray Bomb makes the TNTeddy virtually obsolete in single-player, since it delivers more damage with a wider area of effect. In Chaos Squad, the TNTeddy is just as good if not better, since it front-loads more of its damage and stuns anything that survives the blast. The High Fidelity, Amped with Stun Rounds, or a high-level Shocker can be used to hold back dozens of OD at once.

For Traps, Señor Freeze is amazing, since it can lock down and stun entire crowds of OD that would otherwise be difficult to kill, and Pandora's Box is potentially the highest-DPS trap. At higher Chaos levels, the gnome lynch mob or Boo-Boo may not instantly kill everything they touch the way they do in the main game, but they'll take a good chunk off of whatever they run into.

One fun trick on certain stages, particularly Downtown, is to use Fling Boards in strategic locations to punt OD off the map. This won't kill them, but it forces them to waste time moving back into position and takes them out of the fight for a few crucial seconds.

Damage-over-time effects are also valuable, as their DPS is often higher than direct-damage weapons. Upgraded Acid Sprinklers in particular are devastating if placed near spawn points or barricades.

TESTER TIP

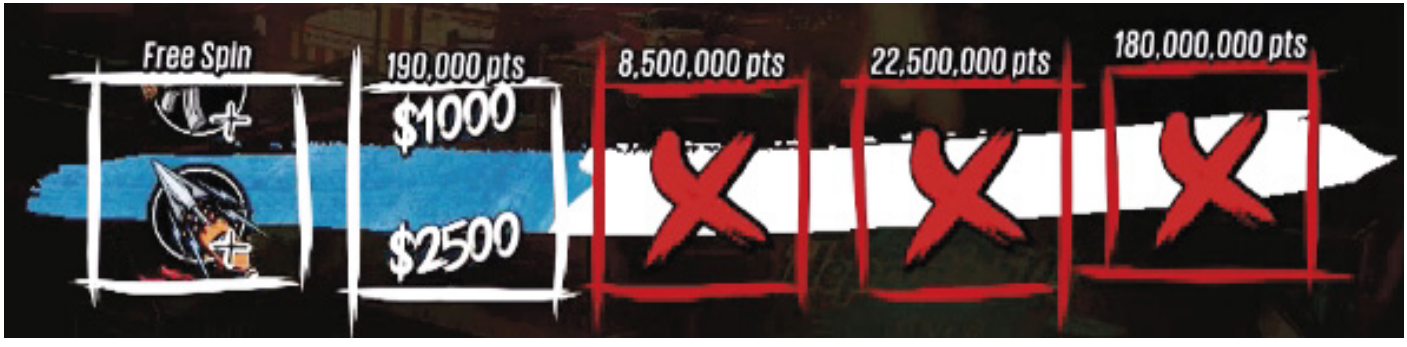
If you lay down deployables before turning the valve to start a night defense mission, they'll still be active when night falls and you won't have to spend any time getting them out.

While it's tempting to target and destroy larger enemies as quickly as possible, it's important to remember that only baseline, run-of-the-mill OD can steal Overcharge from your vats. Herkers and other big OD can get into the same area as the vats but won't do anything else once they're there. As such, in Chaos Squad, Herkers and Muggers are just a dangerous distraction.

Wingers, on the other hand, should be focused down if possible, before they use their fire beams to ignite every grind spot in the base. A couple of JYA Turrets near the back of the base can work wonders against them, but the best way to handle a Winger is to have several players group up and blow it out of the sky.

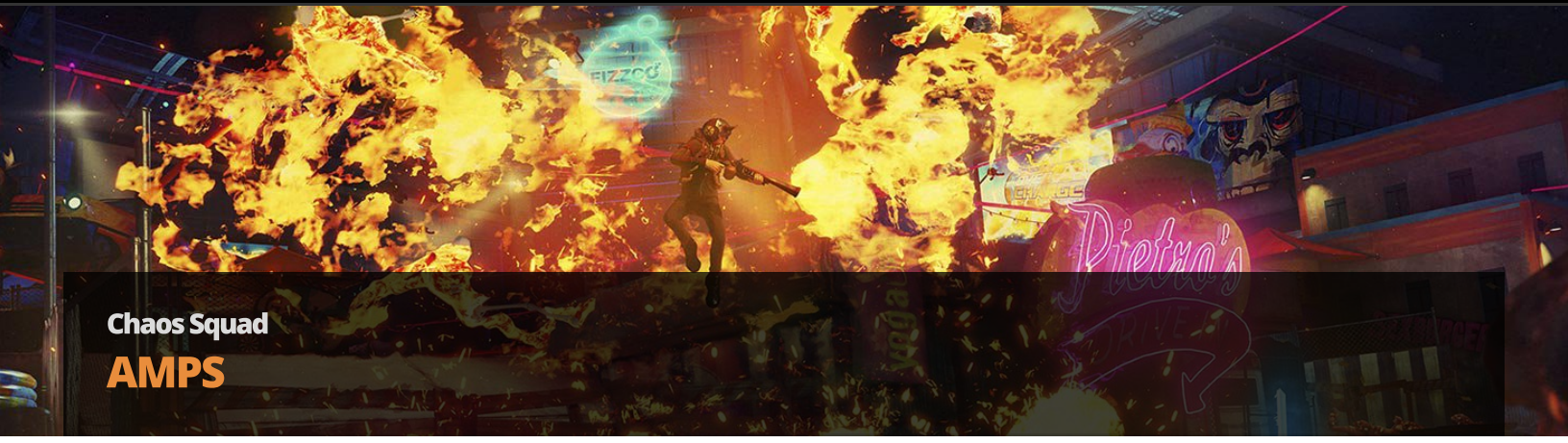
Chaos Squad

REWARDS

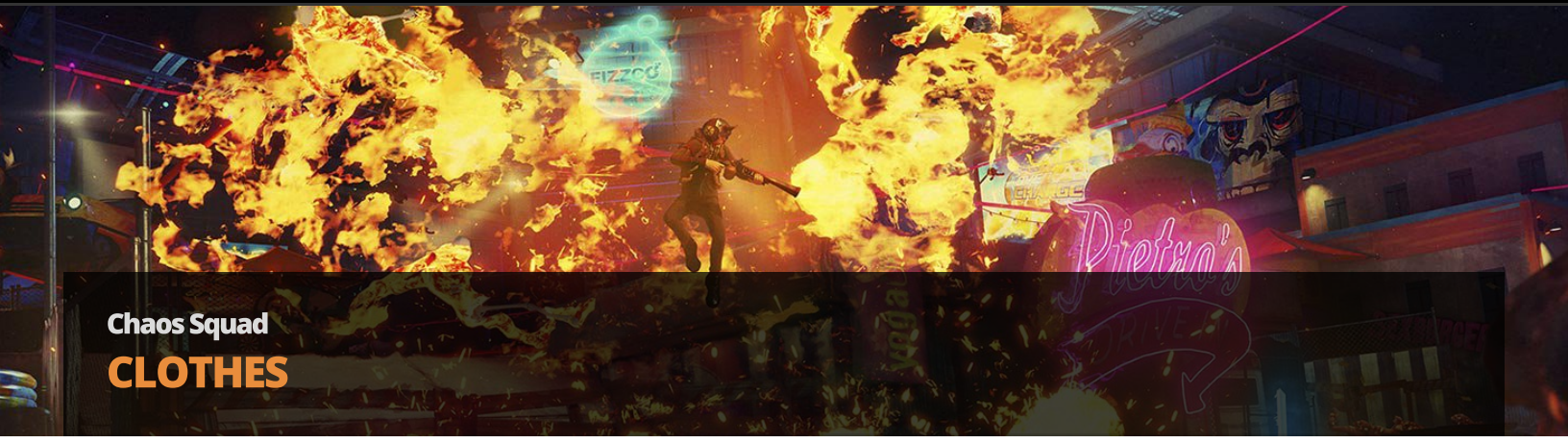


If and when you manage to survive the night defense in Chaos Squad, you're up for a reward. Your base score from kills, goals, and other accomplishments will be multiplied by your Chaos level, with additional multipliers gained from any of the optional challenges you were able to accomplish along the way. The more of these you're able to put together, the more points you'll get.

Depending on your final score, you'll get up to five "spinners," each of which generates a random award, such as cash, Overcharge, or other bonuses. The score threshold for the last spinners may seem impossible to reach at first, but as you level your weapons and Overdrives, and learn the missions, they come into reach.



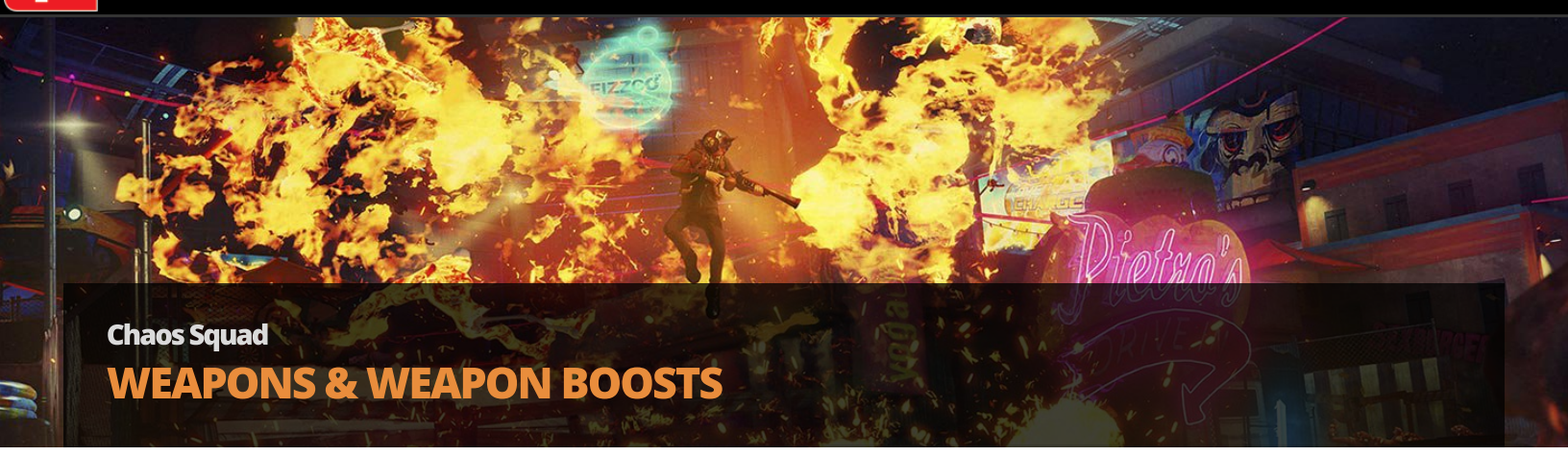
As a rule, if Floyd doesn't sell an Amp upgrade, it's a spinner reward from Chaos Squad.
Click here to visit the Amps section for more details.



Chaos Squad

CLOTHES

Well over a hundred pieces of cosmetic gear for all categories are only available as Chaos Squad rewards, including tattoos, hats, earrings, and underwear.



Chaos Squad

WEAPONS & WEAPON BOOSTS

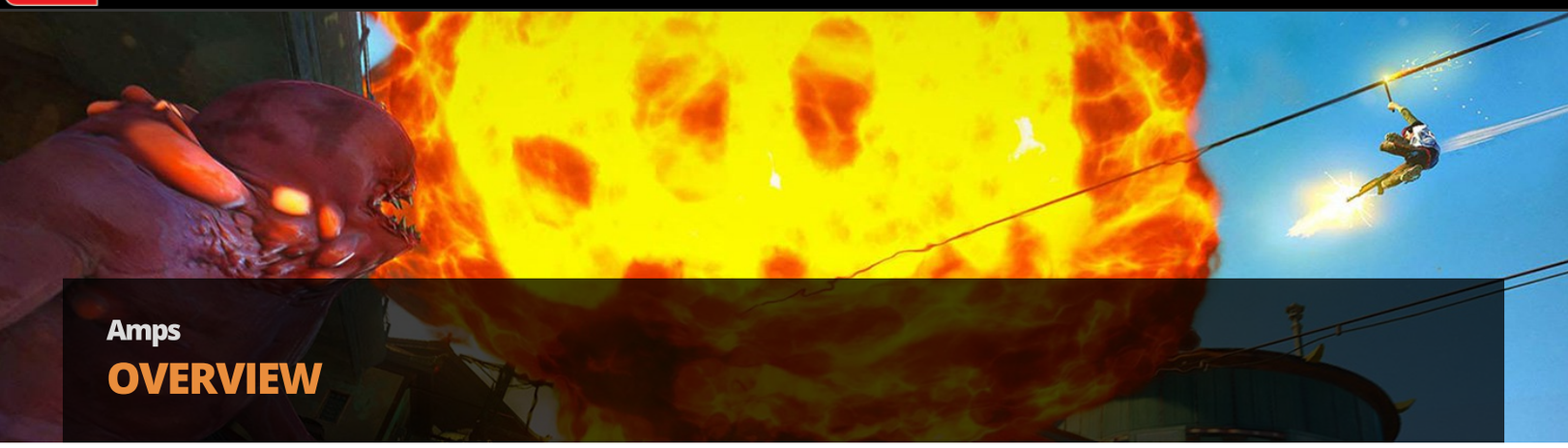
The ProPain Launcher is only available as a reward from Chaos Squad. It's one of the rarest possible results from the spinners.

The Nitro Bomb, Taunt Bot, One-Handed Dragon, and Hair Spray Bomb can also be won from the spinners, which saves you having to buy them from Two Hat Jack.

Finally, you may receive Weapon Boosts, which each temporarily increase a primary stat for one of your weapons. A boost will run out after you fire a certain number of shots with the boosted weapon.

Weapon Boosts

Icon	Weapon	Boosted Stat	Boost Value	Shot Count
	Acid Sprinkler	Duration	+15	20
	AK-FU	Power	x2	500
	Captain Ahab	Lure Time	x2	30
	Charge Beam	Charge Time	x0.25	50
	Dirty Harry	Power	x2	100
	The Dude	Power	x2	100
	Fizzbot Rifle	Rate of Fire	x2	300
	Flaming Compensator	Power	x2	75
	Freeze Bomb	Radius	x1.3	30
	Hair Spray Bomb	Rockets	+4	75
	High Fidelity	Max Bounces	+2	300
	Murderang	Rate of Fire	x2	100
	One-Handed Dragon	Radius	x1.3	75
	Proximity Mine	Radius	x1.3	30
	Pulse Mine	Duration	+8	30
	ProPain Launcher	Power	x2	75
	Roman Candle	Rate of Fire	x1.3	400
	The Shocker	DPS	x2	500
	Shorty Shotty	Power	x2	60
	Taunt Bot	Duration	x2	20
	TNTeddy	Radius	x1.3	75
	Turret Copter	Duration	x2	30



Amps

OVERVIEW

Floyd is into some weird stuff, and since you've got nothing better to do, you're now his guinea pig. The upshot to this arrangement, as Floyd explains early in the game, is that you get to use Amps—a particular brand of mad science that uses the power of Overcharge to give you a variety of customizable abilities.

You have a total of five Amp slots that you can trade out at any time from the Start menu. Two of those slots can be filled with Hero Amps; the rest are for Dive Bomb, Epic, and Melee Amps, one of which can be equipped at a time.

ACQUISITION

You receive a handful of Amps as rewards from missions, typically when you're defending Floyd's vats. The rest can be "purchased" through Floyd in exchange for the various collectible currency items hidden throughout Sunset City: Toilet Paper, Shoes, Neon Signs, Fizzie Balloons, and Camera Lenses.

STYLE

Amps have no effect if you're just standing around somewhere. For some highly-scientific reason, they only work if you manage to reach and maintain an appropriate level of Style.

At Style level 1, Hero Amps activate. At Style level 2, Melee and Dive Bomb Amps kick in, along with Weapon Amps. At level 3, Epic Amps activate. While a lot of Amps have an internal cooldown between uses, they do not have an actual cost as long as you maintain the level of Style required for them to activate.

Several Amps only work under certain conditions, such as if you're grinding or bouncing. If you have one of those Amps equipped, you'll glow whenever those conditions are met. For example, if you're using the Air Power Amp, you'll glow whenever you're in mid-air.

LEVELING UP

A freshly-acquired Amp is level 1, and as with Weapon Amps, you can upgrade an Amp to level 2 in one of two ways. With most Amps, their level-2 version can be won as a prize from the spinners after a successful round of Chaos Squad.

For the rest, once you've bought or found an Amp, you can buy its upgrade from Floyd. These will typically cost 50 or more collectibles.

MELEE

These Amps convey an additional effect to your basic melee swing, adding extra damage or elemental attacks.

Fired!

Acquisition	Complete “Amptastic!”
Level 2	Chaos Squad

You launch a fireball in the direction you’re facing whenever you swing your melee weapon. Enemies struck by the fireball take 20-40 damage and get set on fire, suffering 100 damage/second. At level 2, the fireball’s direct damage is doubled and it becomes roughly 25% bigger.

This adds a lot of extra damage to the swing, especially against OD, but it’s difficult to aim.

Roid Rage

Acquisition	Purchased from Floyd for 10 Shoes.
Level 2	Chaos Squad

An enemy you kill with your melee attack explodes, which knocks down and damages any other enemies caught in the blast radius.

Twister Spin

Acquisition	Complete “Hepcat’s Late-Night Special.”
Level 2	Chaos Squad

When you swing your melee weapon, you also spawn a tornado that flies forward in the direction you’re facing. Enemies caught in the tornado take light damage and are knocked away.

Un-Defibrillator

Acquisition	Complete “Concertpocalypse.”
Level 2	Chaos Squad

Your melee attack has a base 33% chance (50% at level 2) to send out an electric shockwave, dealing 50 damage to any enemies it hits.

HERO

This is a broad category of Amps that exist to make you awesome in a protagonist-y sort of way. You can equip up to two Hero Amps simultaneously, with the second Amp going in the “Extra Hero” slot.

Damage Dodge Roll

Acquisition	Complete “Awesomepocalypse.”
Level 2	Purchase from Floyd for 50 Camera Lenses.

When you roll, either as a dodge or after taking a long fall, you’re automatically surrounded by a short-range aura that knocks down and inflicts 20-60 damage to any enemy you hit. At level 2, the aura expands slightly and the damage doubles.

This isn’t quite as good as it sounds. Even upgraded, the aura only extends about a yard away from your character, so if you’re thinking about bowling over entire crowds of OD, this is not the Amp for you. There’s a fairly long period of time where it’s the only Hero Amp you have, though, so it’s better than nothing.

Personal Space

Acquisition	Complete “Midnight Brew.”
Level 2	Chaos Squad

A standard enemy that hits you with a melee attack takes 60 damage and goes flying. This effect has a 3-second internal cooldown (2 seconds at Amp level 2), and while it’s not great if you’re in the middle of a mob of OD, it’s very helpful on those occasions where you’re exploring and an OD comes out of nowhere.

Sadomasochist

Acquisition	Purchased from Floyd for 10 Toilet Paper.
Level 2	Chaos Squad

If you drop below 50% health with this Amp equipped, you receive a 15% bonus to all damage you inflict, which goes up to 50% if you achieve max Style.

If you’re below 25% health, you inflict 30% more damage, and 100% at max Style.

When you upgrade the Amp to level 2, the bonuses increase to 25%, 60%, 40%, and 250%, respectively.

If you’re willing to live dangerously, Sadomasochist can provide a massive boost to your damage output, particularly in conjunction with certain Overdrives. It’s a useful part of a “glass cannon” character build.

Spread the Love

Acquisition	Purchased from Floyd for 10 Fizzie Balloons.
Level 2	Chaos Squad

You leave a trail behind you as you move which lingers for 5 seconds. If an allied player stands or runs along the trail, they recover 15 health per second, or 30 at max Style. At level 2, the trail lasts 1 more second and restores an additional 5 health per second, which goes up to 50 health/second at max Style.

This and the Health Tag Amp are good in Chaos Squad (if you’d like to turn yourself into a kind of field medic). You can withdraw to the safer parts of your base and provide on-demand medical care for wounded teammates. It’s not spectacular and the healing limits your movement, but it’s better than nothing and can save somebody from having to respawn.

$Magnet$

Acquisition	Purchased from Floyd for 20 Neon Signs.
Level 2	—

You can pick up health, ammo, cash, and Overcharge drops from an extra 5 meters away, which goes up to 8 meters at max Style.

Air Power

Acquisition	Complete “Ferry to Nowhere.”
Level 2	Chaos Squad

You receive a 25% boost to any damage you inflict while you’re in mid-air. At max Style, the boost increases to 50%; with an upgraded version of the Amp, the boost goes up to 50%/100%.

Screw the Fourth Wall

Acquisition	Purchased from Floyd for 25 Shoes.
Level 2	—

You acquire your own personal, disembodied announcer, who gives you a shout-out when you do particularly amazing things. This has no other function.

EPIC

It is difficult to describe this category any more efficiently than the word “epic” already conveys.

Bounce-Splosion

Acquisition	Complete “Amptastic!”
Level 2	Chaos Squad

When you use any object to bounce—cars, bus stops, air vents, crates, etc.—you also generate 6 bombs that go off at the base of that object, similar to the secondary detonation from the Hair Spray Bomb. Each bomb inflicts up to 75 damage in a 2.5-meter radius from the point of impact. At max Style, you produce 2 more bombs, and all bombs deal 100 damage.

With the level-2 version of this Amp, the Bounce-Splosion spawns 8 bombs for 100 damage each; each of which creates explosions with a 3-yard radius. At max Style, you produce 2 more bombs, and all deal 150 damage.

Chance of Lightning

Acquisition	Complete “Hepcat’s Late-Night Emporium.”
Level 2	Purchased from Floyd for 60 Neon Signs.

While this Amp is active, you acquire a 20-meter perimeter around yourself in which everything has a random chance to get hit by bolts of lightning. Each lightning bolt only inflicts mild damage and a short stun to its target—a base of 15 at the first level of the Amp, capping out at 50 with a level-2 Amp at max Style—but it can be a useful source of additional firepower.

It Burns

Acquisition	Complete “Ferry to Nowhere.”
Level 2	Chaos Squad

The ground at or near your feet turns to lava, igniting and damaging any enemies that get close to it. This works if you’re on foot or on grind rails that are close to the ground (such as train tracks) and can deal a lot of damage to a crowd. The tradeoff is that you’re often much closer to the enemy than you’d like to be, and It Burns doesn’t inflict enough damage—at level 2, with maxed Style, it inflicts 125 damage a hit—to be worth making yourself that vulnerable. That said, there are parts of the city, particularly in the Old Factory District, where you aren’t given that many choices.

Grind the Lightning

Acquisition	Complete “Concertpocalypse. ”
Level 2	Chaos Squad

As you grind, you generate electricity that can jump to and shock enemies on either side of you. Each time an enemy is struck by the electrical arc, it can jump to other nearby targets much like the Shocker’s beam.

The damage from Grind the Lightning is minor at best—it caps out at 70 per hit, if you’re using the upgraded Amp at max Style—but it allows you to stun an entire street full of enemies by grinding past them. It sets them up neatly for follow-up attacks and can be used as a powerful form of crowd control in the most dangerous parts of the city. It’s also handy in several of the Weapon Challenges.

FI-YAH!

Acquisition	Purchase from Floyd for 15 Shoes after “Amptastic!”
Level 2	Chaos Squad

FI-YAH! is available relatively early, giving you a second choice for your Epic Amp slot besides Bounce-Splosion. While you grind with high Style, gouts of flame spurt out either side of your grind (or undergrind) contact point, raining down on any enemies below and behind you. Considering that Sunset City is completely covered in grind-able spots, that Scabs and OD are both vulnerable to fire (OD moreso, but Scabs are still human, and humans don’t tend to like being covered in fire), and that Scabs and OD are most of the enemies you’ll encounter in the game, this Epic Amp can serve you very well for a long time. It even dovetails nicely with certain weapons or weapon Amps: freeze a crowd with Freeze Bomb just before you grind over them, or grind over a group of foes all jiggering in electric shock from Stun Rounds.

Smite

Acquisition	Season Pass.
Level 2	Chaos Squad

Sometimes you just need a little help from above. Slap on this Epic Amp and watch as your enemies puff into a cloud of smoke courtesy of those ethereal forces who probably have better things to do than help you knock off a few foes. But, let’s not complain.

DIVE BOMB

These Amps provide extra effects to your basic Dive Bomb attack, used by swinging your melee weapon while you’re in mid-air. Dive Bombs can do a surprising amount of damage on their own, but with a Dive Bomb Amp, they become lethal.

While Dive Bomb Amps have their own slot on your Amps screen, Floyd sells them in the same menu as Melee Amps.

Seismic Smash

Acquisition	Complete “Midnight Brew.”
Level 2	Purchased from Floyd for 55 Shoes.

For raw damage, this is a difficult Amp to beat, particularly given how early you get it. With this Amp equipped, a successful Dive Bomb causes you to fire a wave of force in the direction you’re facing, which is 1.5 meters wide and travels 15 meters before disappearing. Any enemies caught in the shockwave take 120 damage, which is enough to splatter standard OD or Scab Rushers.

While the Seismic Smash has a 2-second internal cooldown, it’s one of the most satisfying Amps in the game. Dive Bombs are already surprisingly powerful, but if you watch your positioning, you can use the Smash to ensure a one-hit kill on anything up to a Rifle Bot.

Shrapnel Smash

Acquisition	Purchased from Floyd for 10 Camera Lenses.
Level 2	Chaos Squad

Sometimes, you just want to kill everything. With this Amp, a successful Dive Bomb causes you to radiate a wave of shattered glass in every direction away from the point of impact, hitting any enemies within 16 meters for 50 damage. Upgrading the Amp to level 2 adds 25 damage and 8 yards to the Shrapnel Smash, letting you tear apart entire rooftops.

Damage Tag

Acquisition	Purchased from Floyd for 20 Toilet Paper.
Level 2	Chaos Squad

Following a Dive Bomb, the area you hit is covered by a patch of graffiti for the next 10 seconds. You or any friendly players in the area receive a flat 200% increase to all damage you inflict while standing in the graffiti (or 250% at level 2). At max Style, the damage bonus doubles.

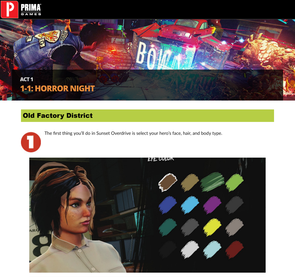
While standing still at any point in time runs contrary to absolutely everything the rest of the game has been telling you, the multiplier from Damage Tag is high enough that it might be worth it, particularly in defense maps during Chaos Squad. It’s going to be down to whether or not it’s worth it to leave yourself open to fire from Wingers or Gunkers in exchange for bringing the hammer down on some unfortunate OD.

Health Tag

Acquisition	Purchased from Floyd for 35 Neon Signs.
Level 2	Chaos Squad

As with the Damage Tag Amp, this allows you to create a patch of graffiti at the site of a Dive Bomb that lasts 10 seconds. You or any allies who stand on the patch will regenerate 15 health per second while it lasts, and 30 per second during max Style. At level 2, the health gain goes up to 20 health per second, and 50 during max Style.

You can stack the health gain from the Spread the Love Amp with this to form a handy source of regeneration, which can be useful if you want to play field medic during Chaos Squad. The health gain works slowly enough that it’s difficult to use for your own benefit unless you’re standing in a safe place, but if it’s all you’ve got, it’s better than nothing.

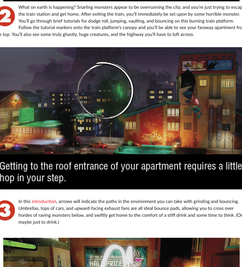


ACT 1

1-1: HORROR NIGHT

Old Factory District

1 The first thing you'll do in Sunset Overdrive is select your hero's face, hair, and body type.



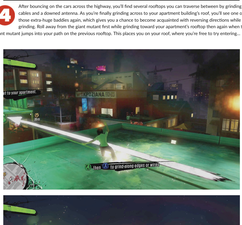
You'll be able to change appearance, and even gender freely later, so don't worry about perfecting your look just yet. You also can't yet select different clothing or body art.

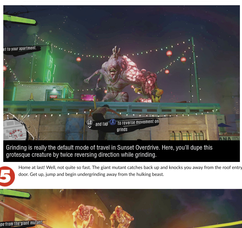
2 What on earth is happening? Snarling monsters appear to be overrunning the city, and you're just trying to escape the train station and get home. After exiting the train, you'll immediately be set upon by some horrible monster. You'll go through brief tutorials for dodge-roll, jumping, vaulting, and bouncing on this burning train platform.

Follow the tutorial markers onto the train platform's canopy and you'll be able to see your faraway apartment from the top. You'll also see some truly ghastly, huge creatures, and the highway you'll have to loft across.

Getting to the roof entrance of your apartment requires a little hop in your step.

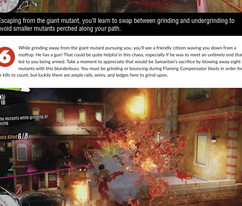
3 In this introduction, arrows will indicate the paths in the environment you can take with grinding and bouncing. Umbrellas, tops of cars, and upward-facing exhaust fans are all ideal bounce pads, allowing you to cross over hordes of raving monsters below, and swiftly get home to the comfort of a stiff drink and some time to think. (Or maybe just to drink.)

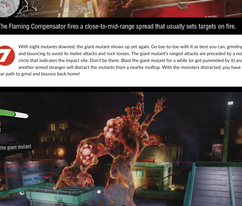




Bouncing is a much faster and safer method of travel than running.

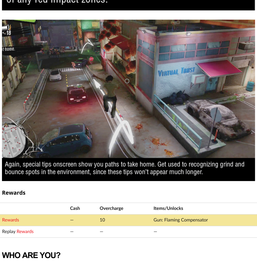
4 After bouncing on the cars across the highway, you'll find several rooftops you can traverse between by grinding on cables and a downed antenna. As you're finally grinding across to your apartment building's roof, you'll see one of those extra-huge baddies again, which gives you a chance to become acquainted with reversing directions while grinding. Roll away from the giant mutant first while grinding toward your apartment's rooftop then again when the giant mutant jumps into your path on the previous rooftop. This places you on your roof, where you're free to try entering...





Grinding is really the default mode of travel in Sunset Overdrive. Here, you'll dupe this grotesque creature by twice reversing direction while grinding.

5 Home at last! Well, not quite so fast. The giant mutant catches back up and knocks you away from the roof entry door. Get up, jump and begin undergrinding away from the hulking beast.



Escaping from the giant mutant, you'll learn to swap between grinding and undergrinding to avoid smaller mutants perched along your path.

6 While grinding away from the giant mutant pursuing you, you'll see a friendly citizen waving you down from a rooftop. He has a gun! That could be quite helpful in this chaos, especially if he was to meet an untimely end that led to you being armed. Take a moment to appreciate that would be Samaritan's sacrifice by blowing away eight mutants with this thunderbuss. You must be grinding or bouncing during Flaming Compensator blasts in order for the kills to count, but luckily there are ample rails, wires, and ledges here to grind upon.

The Flaming Compensator fires a close-to-mid-range spread that usually sets targets on fire.

7 With eight mutants downed, the giant mutant shows up yet again. Go toe-to-toe with it as best you can, grinding and bouncing to avoid its melee attacks and rock tosses. The giant mutant's ranged attacks are preceded by a red circle that indicates the impact site. Don't be there. Blast the giant mutant for a while (or get pummeled by it) and another armed stranger will distract the mutants from a nearby rooftop. With the monsters distracted, you have a clear path to grind and bounce back home!

Stay moving, grinding or bouncing, and get out of the way of any red impact zones.

Again, special tips onscreen show you paths to take home. Get used to recognizing grind and bounce spots in the environment, since these tips won't appear much longer.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	--	10	Gun: Flaming Compensator
Replay Rewards	--	--	--

WHO ARE YOU?

Who are any of us, really? Complete "Horror Night" and you'll see what happened that led to this mess. Before the collapse of the city, your hero was a hapless schmo stuck in a dead-end job, wearing a uniform and cleaning up after partying meatheads. Now though, with the events of "Horror Night" irrevocably altering the city and its rules, your hero can be whatever you want. Striking out again 17 days after "Horror Night" seemingly mostly because you're out of beer), you can change your outfit and look like anything you please.

ACT 1

1-2: AWESOMEPOCALYPSE & ONE MAN'S TRASH

Old Factory District

1 Crazed monsters finally bash their way into your apartment, and you're almost out of drinks—quite a state of emergency. Just when it looks hopeless, the same old man who distracted the giant mutant during "Horror Night" will show up to blast away the monsters and get you safely to the roof. This is Walter, and he'll show you the post-apocalyptic Sunset City ropes. For his first order of business, he provides a crowbar and teaches you how to bash the strange monsters' skulls in. Kill five of them with melee attacks on the rooftop to satisfy Walter.

Master of badass entrances.

2 Pleased with your melee capabilities, Walter heads down to a basketball court at street level nearby. Having tested your pugilism, Walter now wants to see how you shoot. Take the High Fidelity from the box, swap to it via the weapon wheel and get ready for a fight with this new gun, since Walter pours Overcharge onto the court to attract the monsters. Walter explains that these monsters were previously citizens of Sunset City who guzzled Fizzco's newest drink and mutated, hence their name: "Overcharge drinkers," or simply OD.

The OD are to Overcharge as zombies are to brains, as flies are to honey, as cats are to catnip... you get it. Keep moving (bouncing back and forth between dumpsters or grinding around the fence that rings the court) while you launch High Fidelity records at the OD and the red ammo boxes around the court. The High Fidelity is an excellent gun in the world of Sunset Overdrive because it's so lenient: it's automatic with a large magazine, it has the highest degree of auto-aim of any firearm, and its shots ricochet off of surfaces and enemies to hit multiple times. Who says vinyl is dead?

Gunky orange pools of Overcharge will dynamically attract nearby OD. You may see pools of Overcharge around overturned delivery trucks, broken vending machines, and pooled around harpoons launched from the Captain Ahab gun.

3 With the basketball court cleared to his satisfaction, Walter will lead you northwest to a safe haven. The Kickass Brewing Co. is the player fort for the Old Factory District. You'll meet Two Hat Jack here, and he will sell the Dirty Harry revolver for the 10 Overcharge you earned completing "Horror Night," rounding your fledgling arsenal out alongside the Flaming Compensator and High Fidelity. You also meet Floyd, but before you get to know what he's about, Scab Shooters attempt to loot the brewery.

4 The Scabs assault from the direction of the brewery's parking lot. Grind out there and mow them down with your new toys. The High Fidelity makes up for a lot in terms of aim, since the vinyl records it fires bounce between multiple targets, scoring several hits and giving misses a chance to redeem themselves. If your aim is true, the Dirty Harry will kill Scabs from afar in one shot, and the Flaming Compensator will do the same up close. Two Hat Jack will put the Freeze Bomb and Acid Sprinkler up for sale now that you have your first three guns, but you won't yet have the Overcharge to snag them.

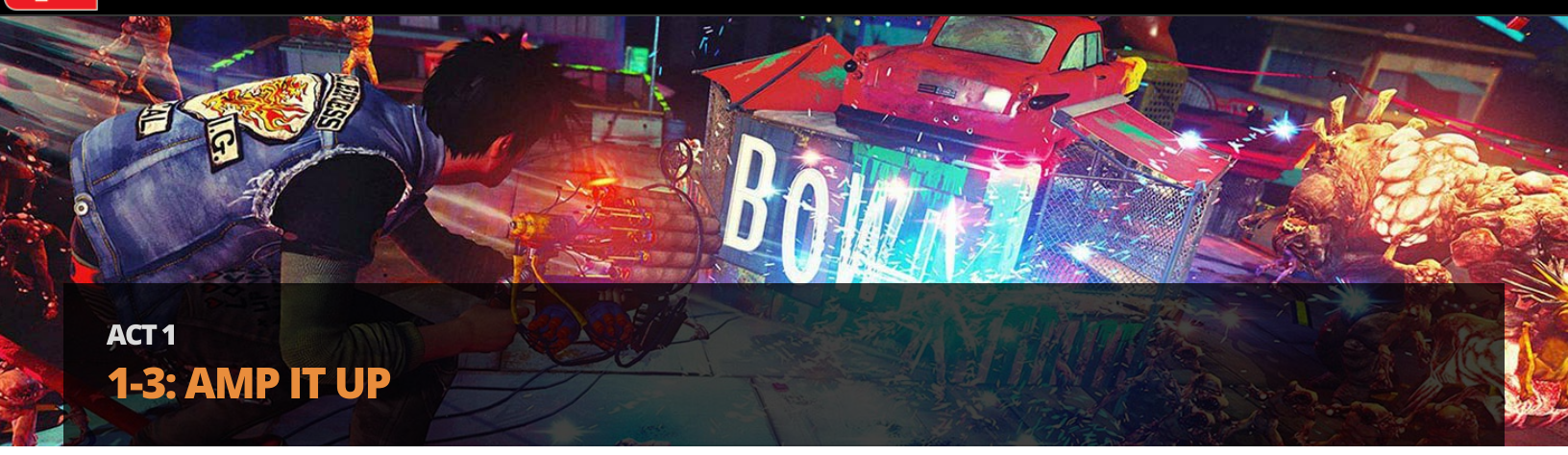
Scab Shooters have guns, but they'll scarcely be able to hit you if you move quickly by grinding.

5 Free to experiment in the absence of authorities, Floyd has ideas on how to make non-mutated survivors stronger in this apocalypse, but he needs your help putting it together. Floyd was a scientist for Fizzco, and he tried to warn them about its potential lack of safety. They clearly didn't listen, but at least Floyd knows how to put Overcharge toward useful purposes. He needs you to collect an assortment of parts for the high-pressure Vat he's rigging up, which will be able to produce high-powered items called Amps. Travel east near the Crown Blades Factory to find parts for Floyd; you'll have to check two different places, killing OD at each. In the second location, you'll be introduced to a new type of OD: Poppers, which chase you down to explode with nasty concussive force. Once you've collected all the Vat parts at all both locations, return to Floyd for your reward.

Keep Poppers away while looking for the blue Fizzco Vat parts that Floyd requires.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1000	1000	—
Replay Rewards	$4000	—	—



ACT 1

1-3: AMP IT UP

Old Factory District

1 In addition to Vat parts, Floyd also needs some extra raw materials, which come from unlikely sources. For starters, collect three Fizzie balloons for him. Once they're collected, place them in the Amp chamber found near Floyd. You'll receive two new Amps, which can be equipped immediately; in fact, a disembodied voice arrives just in time to give you a tutorial on equipping Amps and building Style.

150 Fizzie balloons can be found floating around Sunset City. For this task, you only need to collect three, which can be easily found nearby on the building's grounds.

2 Amps equipped, it's time to follow the disembodied tutorial voice's instructions and build Style Combos in the brewery's parking lot. By grinding and bouncing around the brewery, you'll build Style level 1 in no time, which allows you to use dodge rolling to damage the OD.

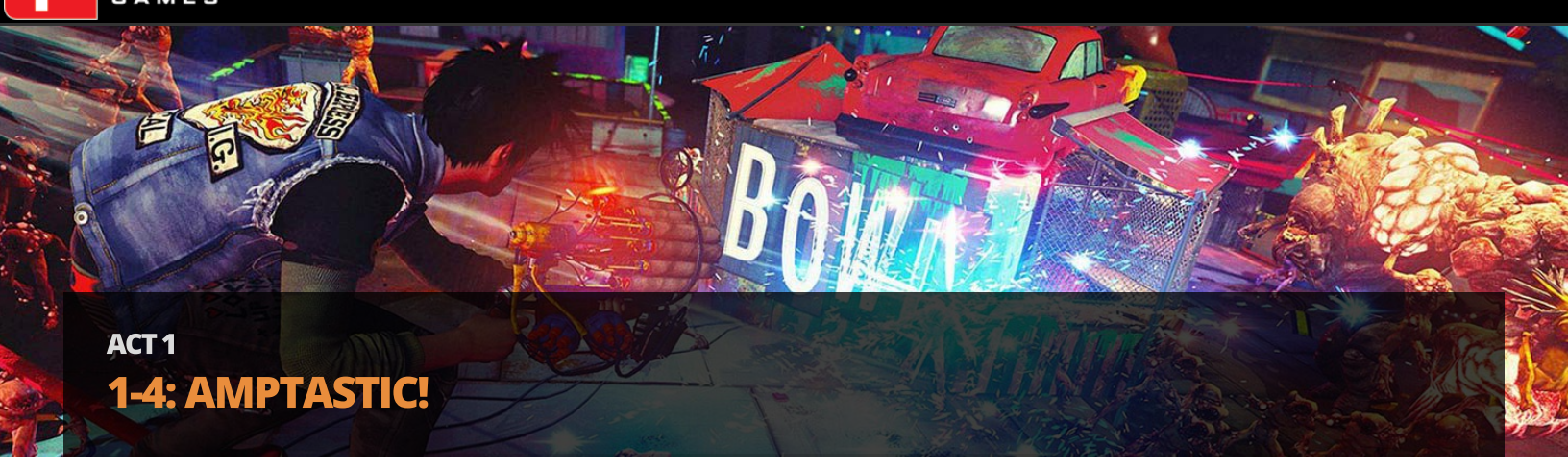
At Style level 1, the Damage Dodge Roll Amp will activate, allowing you to bowl over OD on the ground. Roll into eight of them to proceed.

3 After testing out the Damage Dodge Roll Amp, it's time to test out the Stun Rounds Amp. Build Style to level 2, then unload on the assembled OD with the Stun Rounds Amp. Stun Rounds have a chance to activate on hit, and High Fidelity gives each record fired a chance to hit more than once. Despite its weak power per individual record hit, this makes the High Fidelity an excellent crowd-control tool. Shock 15 OD with Style level 2 and Stun Rounds to prove to Floyd you've got it down, then clear out the remaining OD to keep the brewery safe. Use the minimap to keep track of the thickest enemy clusters and unload on them indiscriminately. Once the OD are cleared out and the Style tutorial is completed, head back to Floyd at the brewery.

High Fidelity + Stun Rounds = shocked, helpless groups of enemies.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	—	Amps: Damage Dodge Roll, Stun Rounds
Replay Rewards	—	—	—



ACT 1

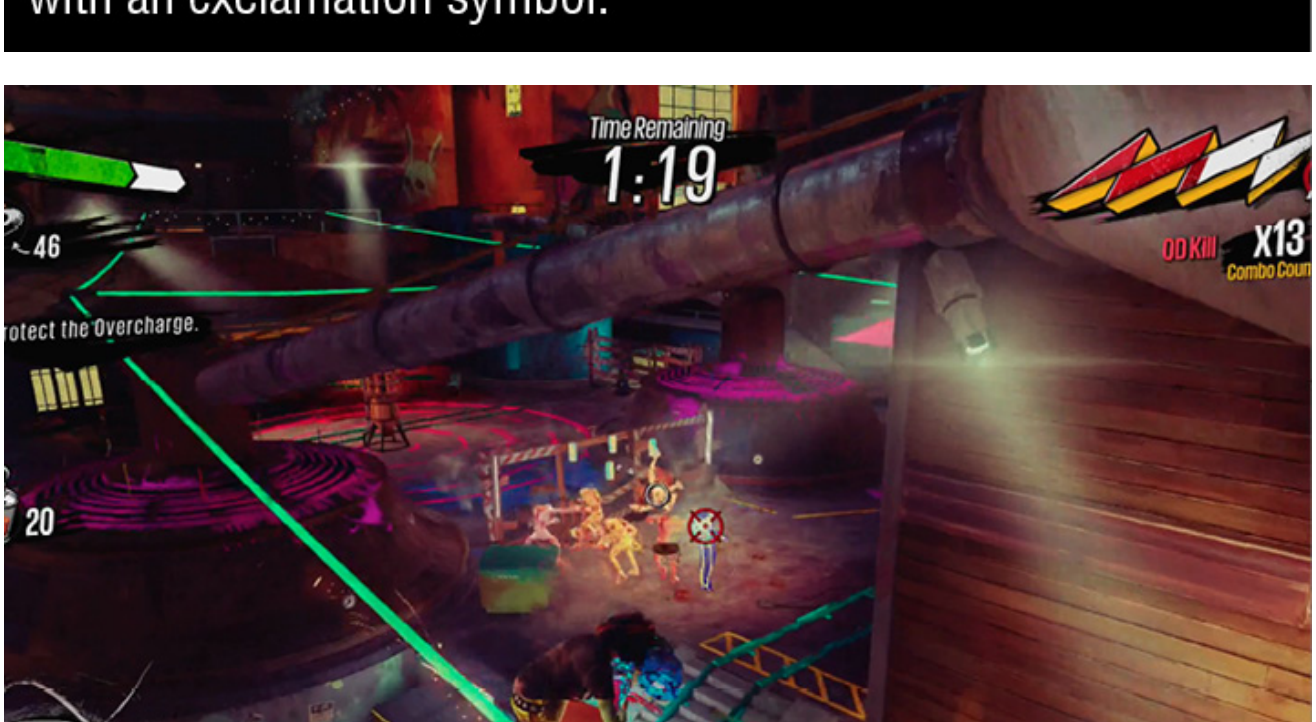
1-4: AMPTASTIC!

Old Factory District

1 Floyd's ready to get some Amps cooking, but he needs your help with night defense. It has to be night because the Sun's UV rays interfere with the process during the day. While the Amps cook overnight, the bubbling Overcharge is sure to lure tons of OD onto the brewery grounds. They'll overwhelm the barricades Floyd set up and steal all the Overcharge from the Vat if you don't keep them at bay. For now, you'll just have to use your guns, but later on you'll be able to manually set down Traps where you'd like in order to bolster defense. For this stand, Floyd's set up some traps of his own. When you're ready to try night defense, turn the valve in front of Floyd.

Protect the Vats at all costs!

You'll have to last just short of four minutes while defending the 20 units of Overcharge Floyd has cooking in the base. Succeed to earn powerful new Amps. When a Barricade, Trap, or Vat is threatened, this will be indicated on the map with an exclamation symbol.



Grind the wires around the base while blasting OD at the barricades to build Style. High Fidelity works for crowd control from any range, while Flaming Compensator can light up groups of OD up close. Check the minimap periodically so you aren't caught unaware of a huge group of enemies from a new direction.

The giant mutant from "Horror Night" is called a Herker. Watch out for its rock toss attacks, and don't go toe-to-toe with it up close. For its superior damage, switch to Dirty Harry instead of your other two weapons when engaging these huge monsters.

2 Outlast the OD onslaught and you'll earn some fantastic new Amps, which you should equip right away. Bounce-Splosion turns your bounces themselves into explosive weapons at Style level 3. At Style level 2, Fired! adds a fireball toss to melee swings, and Bear Force One gives your kills from a particular weapon a chance to spawn teddy bear explosives.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	—	Amps: Bounce-Splosion, Bear Force One, Fired!
Replay Rewards	$6000	—	—

Completing "Amptastic!" opens up two optional tasks, called Quests: one is "Brewery Upgrade," which allows you to strengthen the Vats in Old Factory District, and the other is "Breaking Booze." The first six Challenges are also available: Traversal Challenges #1-3, Bomb Delivery #1, Points Challenge #1, and Smash Fizzco Stuff #1. Challenges can be selected directly from the menu, which takes you straight to their location.

AMPED UP

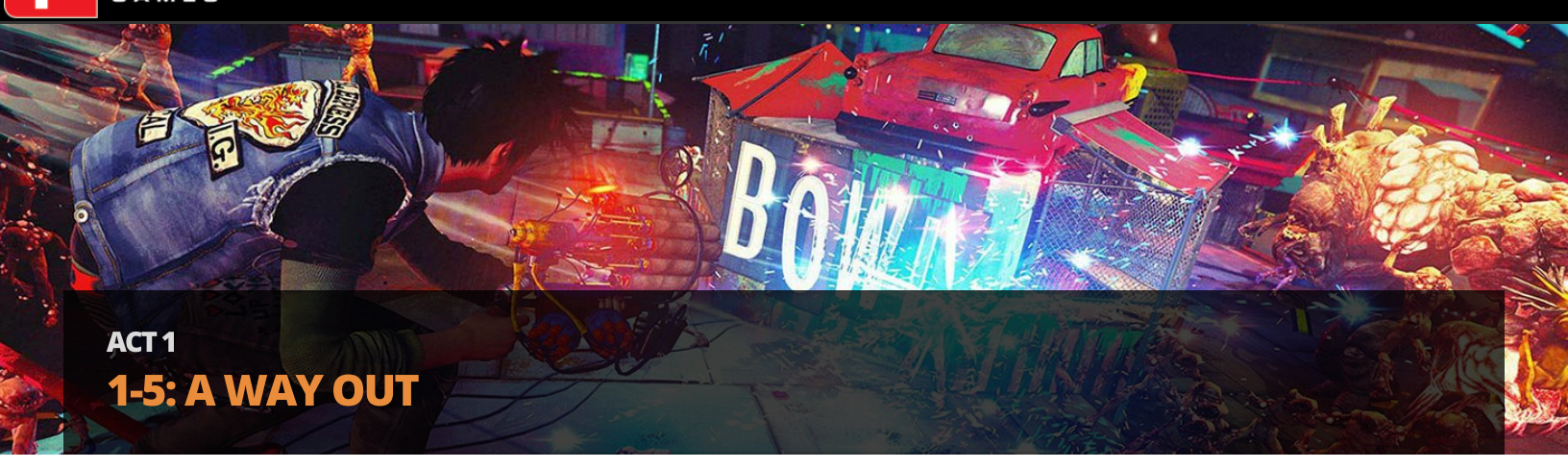
Floyd explains that he can make some Amps more quickly than others. While stronger Amps usually come from night defense whenever Floyd is ready for it, many other Amps can be had simply by collecting enough raw materials and then visiting Floyd's Amp inventory. You can now begin collecting Fizzie Balloons, Cameras, Shoes, Toilet Paper, and Neon Signs all over Sunset City.

Right now, Floyd's selection is limited but useful. If you take the time to gather the collectibles Floyd needs, you can upgrade several different ways.

If you do the Quests now available, you may earn enough Overcharge to buy Freeze Bomb or Acid Sprinkler from Two Hat Jack. Either is extremely good and you'll want them both eventually.

Amp Types

Amp Type	Name	Cost
Weapon	Recycler (Lvl. 1)	15 Shoes
Weapon	Grind to Win (Lvl. 1)	20 Camera Lenses
Weapon	Stun Rounds (Lvl. 2)	50 Fizzie Balloons
Hero	Damage Dodge Roll (Lvl. 2)	50 Camera Lenses
Hero	Sadomasochist (Lvl. 1)	10 Toilet Paper
Epic	FI-YAH! (Lvl. 1)	15 Fizzie Balloons
Melee	Roid Rage (Lvl. 1)	10 Shoes



ACT 1

1-5: A WAY OUT

Old Factory District

Fast Travel can greatly speed up getting around Sunset City, but you'll miss out on currency and weapon EXP opportunities.

1 Head to where Old Factory District's raised southbound highway curves right. Walter is guarding something important here. Once you've arrived in the area, you'll have to help Walter hold off throngs of Scab Shooters for about a minute. If you can hold out that long, you'll only need to clean up stragglers to save Walter's bacon.

Although High Fidelity isn't strong against humans, it's good against clusters of enemies of any type if you put the Stun Rounds Weapon Amp onto it.

Red or yellow explosive barrels can do a lot of your work for you.

2 With the Scabs picked off, meet Walter at the foot of his contraption. It seems he has a way out of the city: a makeshift glider! He doesn't seem that grateful about your defense, though.

FROM HELL'S HEART, I STAB AT THEE

Two Hat Jack begins selling Captain Ahab, an incredibly powerful harpoon launcher that doubles as a decoy tool against OD. This can replace (or supplement) Dirty Harry as your single-shot powerhouse, and is useful for the rest of the game. It costs a lot of Overcharge though, so you probably can't afford it yet, especially if you've purchased Acid Sprinkler and/or Freeze Bomb by now (which are both totally worth doing). But make a note: once you get around to picking it up, the Captain won't let you down.

With a glider, Walter can leave the locked-down city and warn the rest of the world about Fizzco.

3 Two new features are unlocked: Fast Travel and Chaos Squad multiplayer. Fast Travel can be activated from the map menu, and Chaos Squad can be accessed via Photo Booths spread throughout the city.

Chaotic, online eight-player Night Defense mode online is only a Photo Booth visit away.

Rewards

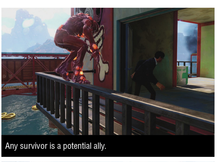
	Cash	Overcharge	Items/Unlocks
Rewards	$1000	1000	—
Replay Rewards	$6000	—	—

ACT 1
1-6: A NEW FRIEND

Old Factory District

1 Return to Flood and he'll let you know that glider maintenance doesn't have to be as difficult as it seems. He suggests that the hardest part will be the propeller, and you decide that you might find just that at the Crown Blades factory in north Old Factory District.

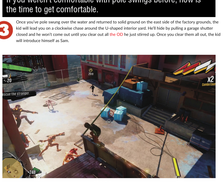
2 Enter through the front gates of the factory and you'll see a survivor across the yard to the north being chased by OD. Run quickly through the yard to where the kid was seen and you'll find the way he went blocked, but you can circle around above the water. Plate swing repeatedly and grind across the flagpoles and wires that lead over the water.



Any survivor is a potential ally.

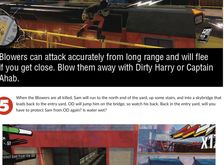
If you weren't comfortable with pole swings before, now is the time to get comfortable.

3 Once you've palm swung over the water and returned to solid ground on the east side of the factory grounds, the kid will lead you on a clockwise chase around the U-shaped interior yard. He'll hide by pulling a garage shutter closed and he won't come out until you clear out all the OD he just stirred up. Once you clear them all out, the kid will introduce himself as Sam.



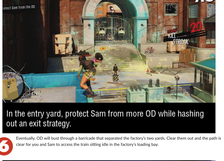
Ok. That's why it's called "A New Friend."

4 Sam claims to be some kind of help in finding a replacement propeller. You must escort him out of the factory, but a new type of OD shows up: the Blowers, who fires balls of green gunk from afar, and can even accurately lead you when you're grinding around. You'll have to start keeping a keen eye out for the red circles that indicate the impact area for a Blower's noxious green fuel-blower wads. If you end up getting hit, their wads will knock you out of your current grind (or undergrind, or wall run, or whatever). Protect Sam and clear out the Blowers, along with some standard-issue OD.



Blowers can attack accurately from long range and will flee if you get close. Blow them away with Dirty Harry or Captain Ahab.

5 When the Blowers are all killed, Sam will run to the north end of the yard, up some stairs, and into a skybridge that leads back to the entry yard. OD will jump him on the bridge, so watch his back. Back in the entry yard, will you have to protect Sam from OD again? Is water wet?

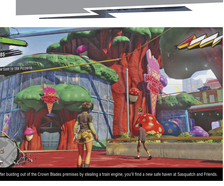


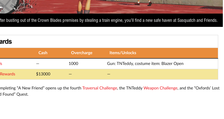
Protect Sam in the hallway leading back to where you first spotted him.

In the entry yard, protect Sam from more OD while hashing out an exit strategy.

6 Eventually, OD will bust through a barricade that separated the factory's two yards. Clear them out and the path is clear for you and Sam to access the train sitting idle in the factory's loading bay.

Check the blue emergency crate stored on the train itself for an explosive, cuddly new weapon: TNTeddy!





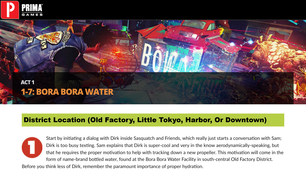
You'll put TNTeddy to work immediately defending the yard while Sam gets the train going. TNTeddy rounds will either explode on contact with an enemy, or bounce around the environment a little bit before exploding if they don't contact anything.

7 Clear out the oncoming OD and hop atop the train when Sam gets it running. He'll take you both on a short train ride south, directly through a war-in-progress between Scabs and OD! Stay on the trains at the end of the journey, which only takes about one minute. Sam will disembark and show you into his hideout, the Sasquatch and Friends pizzeria.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards		1000	Gun: TNTeddy, costume item: Blazer Open
Replay Rewards	$13000	-	-

Completing "A New Friend" opens up the fourth Traversal Challenge, the TNTeddy Weapon Challenge, and the "Oxfords' Lost and Found" Quest.

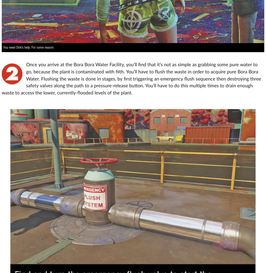


ACT 1

1-7: BORA BORA WATER

District Location (Old Factory, Little Tokyo, Harbor, Or Downtown)

1 Start by initiating a dialog with Dirk inside Sasquatch and Friends, which really just starts a conversation with Sam. Dirk is too busy texting. Sam explains that Dirk is super-cool and very in the know aerodynamically-speaking, but that he requires the proper motivation to help with tracking down a new propeller. This motivation will come in the form of name-brand bottled water, found at the Bora Bora Water Facility in south-central Old Factory District. Before you think less of Dirk, remember the paramount importance of proper hydration.



You need Dirk's help. For some reason.

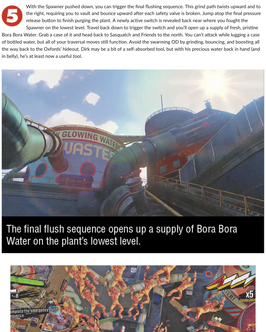
2 Once you arrive at the Bora Bora Water Facility, you'll find that it's not as simple as grabbing some pure water to go, because the plant is contaminated with filth. You'll have to flush the waste in order to acquire pure Bora Bora Water. Flushing the waste is done in stages, by first triggering an emergency flush sequence then destroying three safety valves along the path to a pressure-release button. You'll have to do this multiple times to drain enough waste to access the lower, currently-flooded levels of the plant.

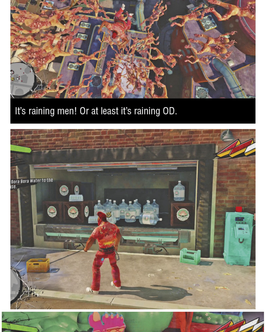
Find and turn the emergency flush valve to start the decontamination sequence.

Grind along the pipe toward the release button, swiping with melee attacks at the three safety valves along the way to bust

With the flush sequence initiated and the three safety valves smashed, jump on the pressure release button atop the storage tank to purge the backup and drain the waste.

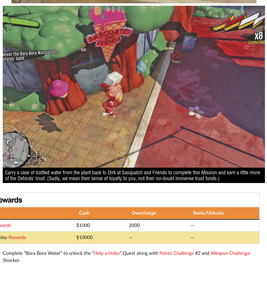
3 With the first emergency flush sequence complete, you'll uncover another flush sequence further down, on a freshly-drained floor. Descend to the new valve and start another sequence. This one requires traversal between multiple pipes for you to smack all the safety valves before triggering the pressure release button up high. A lower level of the plant is revealed, with another flush sequence down there.





The second sequence is more complex than the first. After bashing safety valves with grinding melee, jump and vault to the next pipe.

4 You'll arrive on the lowest level to discover that the final flush sequence is offline until the OD swarm down here is eliminated. But where are the OD down here coming from? Meet the Spawner, another huge "boss" type like the Herker. A Spawner isn't as physically tough as a Herker, but it's fast and careful, retreating at low health, and smaller OD climb constantly out of the dumpster attached to its back. Spawners share the same susceptibilities as Herkers, so the fastest way to take one down at this stage of the game is to either light it on fire with the Flaming Compensator or freeze it solid with the Freeze Bomb before swapping to Dirty Harry to finish it off. Reapply fire or ice as needed when they wear off, and focus on the Spawner over the minor enemies that emerge from it; you can clean up whatever mess the Spawner made after it's dead.



At the lowest level of the plant, you can't finish the flush sequences until this new boss-type is killed.

5 With the Spawner pushed down, you can trigger the final flushing sequence. This grind path twists upward and to the right, requiring you to vault and bounce upward after each safety valve is broken. Jump atop the final pressure release button to finish purging the plant. A newly active switch is revealed back near where you fought the Spawner on the lowest level. Travel back down to trigger the switch and you'll open up a supply of fresh, pristine Bora Bora Water. Grab a case of it and head back to Sasquatch and Friends to the north. You can't attack while lugging a case of bottled water, but all of your traversal moves still function. Avoid the swarming OD by grinding, bouncing, and boosting all the way back to the Orbitals' hideout. Dirk may be a bit of a self-absorbed tool, but with his precious water back in hand (and in belly), he's at least now a useful tool.

The final flush sequence opens up a supply of Bora Bora Water on the plant's lowest level.

It's raining men! Or at least it's raining OD.

Carry a case of bottled water from the plant back to Dirk at Sasquatch and Friends to complete this Mission and earn a little more of the Orbitals' trust. (Sadly, we mean their sense of loyalty to you, not their no-doubt immense trust funds.)

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1000	2000	--
Replay Rewards	$10000	--	--

Complete "Bora Bora Water" to unlock the "Help a Hobo" Quest along with Points Challenge #2 and Weapon Challenge: Shocker.

ACT 1

1-8: BOO-BOO ROVERDRIVE

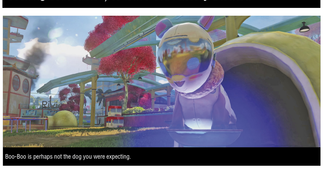
Little Tokyo, Old Factory District

WATER DASH UNLOCKED!

1 You've helped Dirk; now you've got to help Margaret. She has a stratospheric GPA so she's sure to help your cause, but she's too overcome with emotion to help until you retrieve her precious dog. The best place to check is the dog park just across the river in Little Tokyo—this Mission represents your first required foray into another district of the city.

Your first order of business once you arrive at the dog park in Little Tokyo is to clear out the OD swarming about. Grind the wires above and wipe out the clustered hordes, including a Spawner. Once the OD are wiped out, you can find and call Boo-Boo, but it's not that simple. Boo-Boo isn't prepared to answer to you right away. You'll have to journey to a nearby toy store to try to find its favorite toy, Cutie Kitty.

This is the first time you'll have cause (besides curiosity or seeking collectibles) to leave Old Factory District.



Boo-Boo is perhaps not the dog you were expecting.

GOING INTO OVERDRIVE

Starting with this Mission, your actions will earn you Badges. Badges are like a type of currency that you can use to purchase Overdrives. Overdrives are passive bonuses you can purchase and equip from the character menu. Through Overdrives, you can customize many of the gameplay parameters of your hero, like making them generate Style faster through certain moves, or increasing the capacities of ammo for a particular class of weapons. See the Overdrives section for much more on these perks.

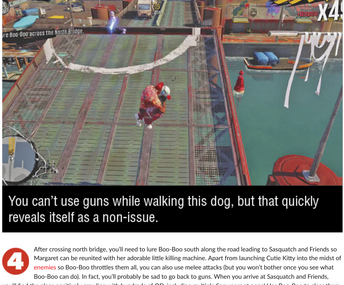
2 The toystore is directly east, in the middle of Little Tokyo. Scabs and OD are locked in battle when you arrive at the Made In Asia toy store. A Scab has just left the store with Cutie Kitty in tow, which you can see since the toy floats above his head. Kill the Scabs, grab Cutie Kitty, and head back to the dog park.

The Scabs just happen to be looting the very thing you're after. Kill them and retrieve it for Boo-Boo.

Have Boo-Boo perform three quick tricks to proceed.

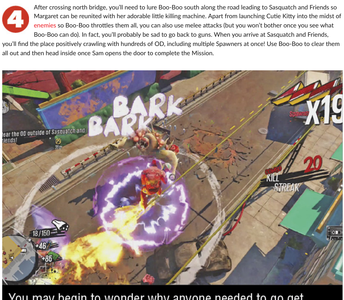
Upon returning to Boo-Boo and tossing Cutie Kitty at its feet, your hero has an epiphany. As with the building of TNTeddy, field ingenuity quickly leads to the Kitty Cannon! This gun launches Cutie Kitty like a deployable. You'll need to launch Cutie Kitty at three structures in the dog park to help recalibrate Boo-Boo.

3 Once that's accomplished, you'll need to take Boo-Boo home along a familiar route: the north bridge, where Margaret would walk Boo-Boo. You can't use your guns, but that's hardly an issue, since Boo-Boo itself is one of the most menacing things in the game, it turns out. Fire Cutie Kitty ahead using the Kitty Cannon and Boo-Boo will be lured along, savaging anything that happens to be nearby! You can see Boo-Boo's territory as a white circle around the deployed Cutie Kitty.



You can't use guns while walking this dog, but that quickly reveals itself as a non-issue.

4 After crossing north bridge, you'll need to lure Boo-Boo south along the road leading to Sasquatch and Friends so Margaret can be reunited with her adorable little killing machine. Apart from launching Cutie Kitty into the midst of enemies so Boo-Boo throttles them all, you can also use melee attacks (but you won't bother once you see what Boo-Boo can do). In fact, you'll probably be sad to go back to guns. When you arrive at Sasquatch and Friends, you'll find the place positively crawling with hundreds of OD, including multiple Spawners at once! Use Boo-Boo to clear them all out and then head inside once Sam opens the door to complete the Mission.

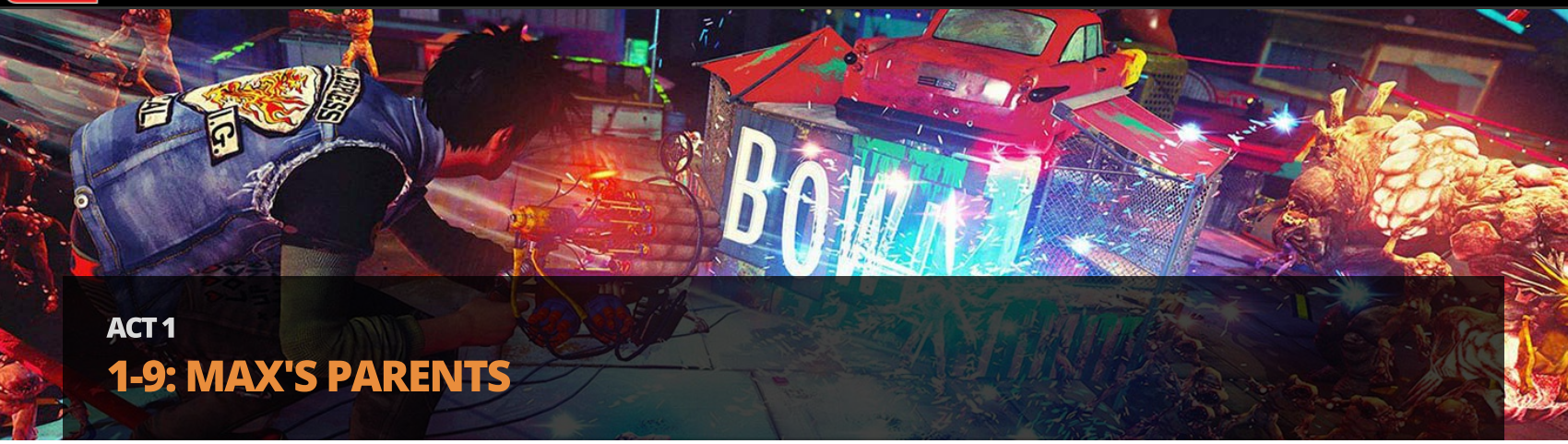


You may begin to wonder why anyone needed to go get Boo-Boo. The safest place in Sunset City seems to be right by Boo-Boo's side.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1000	2000	—
Replay Rewards	$13000	—	—

In addition to unlocking the water dash and the ability to earn Badges during Boo-Boo Roverdrive, you'll unlock access to Traversal Challenge #5 and Challenge: Smash Crates once you've returned the pooch to Margaret.

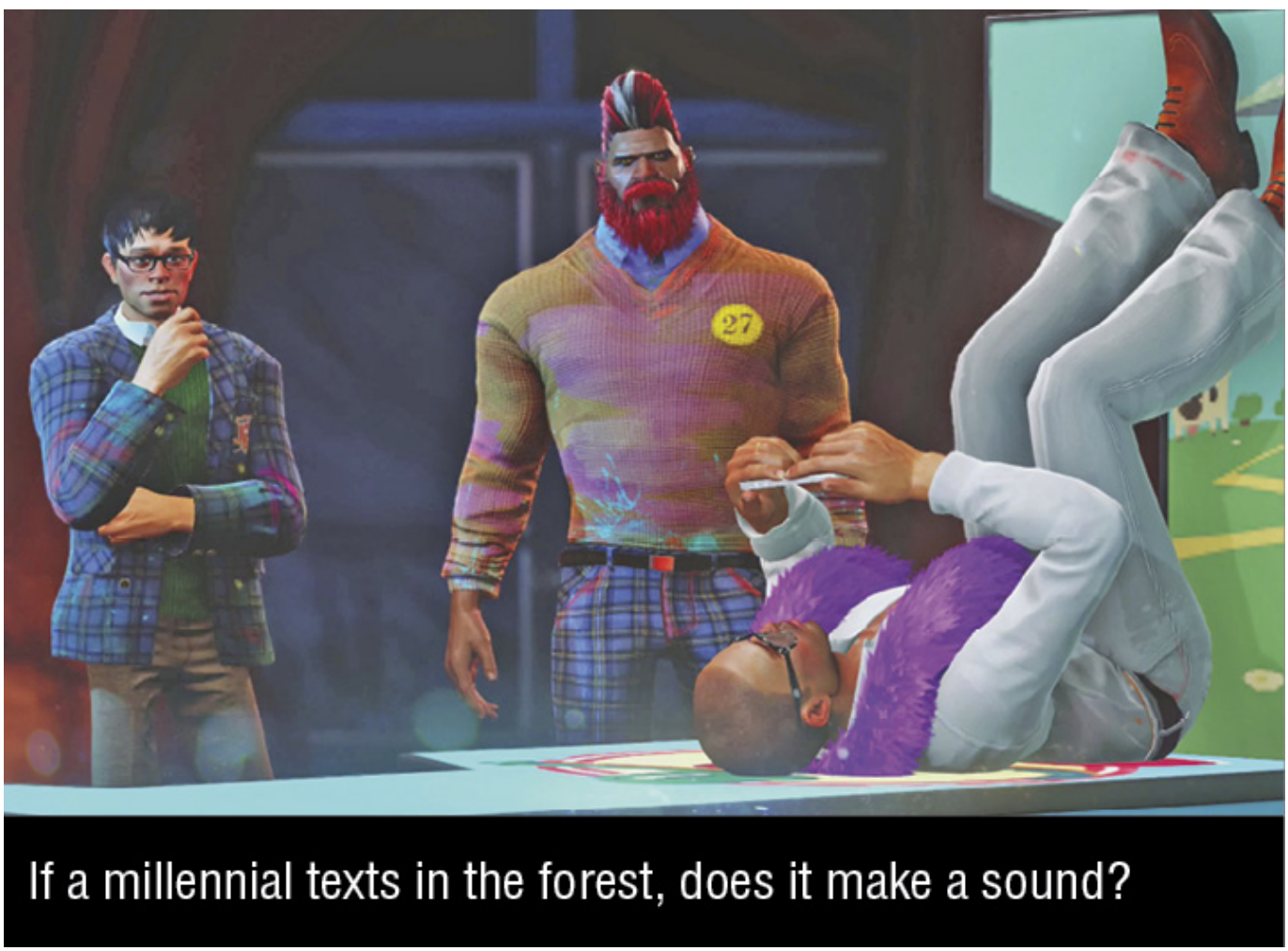


ACT 1

1-9: MAX'S PARENTS

Old Factory District

1 Max is the last of the Oxfords who needs convincing in order to help you restore Walter's glider to working order. He's worried about his parents, who live (or perhaps lived) in a luxurious double high-rise in northwest Little Tokyo, which is where you'll have to go to check up on them. From Sasquatch and Friends, this is just north up the road before taking a right turn across the north bridge, basically the reverse of Boo-Boo's journey home. At the Riviera twin towers, you'll find that Scabs have secured the area and set up a camp at the base. First things first, clear out the Scabs at ground level around their makeshift camp.



The Scabs have set up shop in these hotel towers, which probably doesn't augur well for Max's parents.

2 Once you've cleared the base of the buildings of Scabs, you'll find a harpoon set up, aimed toward the first level of balconies. Take control of the harpoon and fire it at a shiny point visible on the balcony. This will establish a grindable line that lets you get up onto the balcony. You'll have to rely on harpoons aimed at shiny contact points leading ever upward to ascend back-and-forth between these two towers, since the curved portions of the towers' sides prevent you from climbing via the usual wall run/wall jump shenanigans.

Several harpoons will allow you to climb all the way up to the rooftops.

A few of the contact points for harpoon lines are blocked from view by red barrels, which are conveniently explosive. Either launch a harpoon line or conventional gunfire into barrel piles to blow them away, then launch a harpoon line into the shiny contact point revealed.

You'll have to bounce, vault, wall run, and pole swing over gaps to get from harpoon to harpoon.

Above this harpoon line, you'll enter a new phase of the tower climb.

3 Once you harpoon-grind up to the balcony level from which the Scabs have hung enormous black Scab flags, you may notice a rather noteworthy heckler circling the towers: the Fizzie mascot itself is here! To ascend on this level, you'll have to ring the outer circumference of both buildings by grinding and pole swinging along green and yellow power wires, with nothing under you for support besides the clear blue sky. There are electric nodes in places along the power wires, so grind or undergrind where appropriate to avoid them. You'll also have to leave the wire to jump to a pole swing bar or bounce-ready exhaust fan in places.

Avoid electric nodes by swapping between grinding and undergrinding.

Be ready to jump to a new wire or to drift and quickly undergrind on a new wire when one grinding path ends suddenly.

You'll have to traverse the rear of the buildings by leaping from one wire to bounce across exhaust fans to a new wire.

4 When you've circumnavigated the buildings' exteriors on the power wires, you'll arrive on a Scab-encrusted balcony on the west tower. Clear out the Shooters and then spy the new set of harpoons.

Nearing the top of the west tower, you'll find more Scabs and two harpoon launchers. You can only reach the lower launcher right now.

From the west tower's taller harpoon, you can now access the east tower's other balcony, which may not look like much now…

You'll first want to cross from the west tower to the east tower by going down a floor, which is the first time it has been better to descend than to ascend.

…but when you arrive, you'll see that it lets you detonate barrels that will remove a barricade to the eastern roof! Blow the barrels, cross back to the west tower, then retract the harpoon and affix it to the eastern rooftop.

From the lower balcony on the east tower, you'll be able to harpoon back across and access the higher harpoon on the west tower.

5 When you arrive on the roof of the east tower, you'll be greeted by Scab Rushers, the elite melee unit of the looters. You'll have to clear the eastern roof of Scabs to advance. You'll mostly have to wade through several waves of Scab Rushers, but there will be a few Scab Shooters backing them up. Scab Rushers can be a problem if you stand around, but if you stay moving by bouncing off the old mattresses and grinding off the clotheslines and ledges up here (what are old mattresses doing up here?), they won't be able to catch up. Apply weapons, and fire ammo liberally. Once the Scab Rushers are done for, you'll be ready to grind the upward-angled wires to the west tower's roof. Before

you move on, be sure to peer through the binoculars found at the north tip of the east tower, one of the game's few high point collectibles.

On the roofs, you'll make some new friends.

Clear the east tower roof, then the west tower roof.

The west tower's roof has yet more Scabs, though fewer than the east tower before it. Clear these Scabs out too (another mix of Rushers and Shooters), so you can finally check the penthouse apartment of Max's parents. Once that's done, you'll clear the Mission by finding a recording at ground level before returning to Sasquatch and Friends in the Old Factory District.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$1000	3000	—
Replay Rewards	$13000	—	—

Complete "Max's Parents" to unlock two more Challenges: Bomb Delivery #2 and #3.

ACT 1

1-10: BUCK NATIONAL VS. THE APOCALYPSE

Old Factory District

1 The Oxfords have a propeller solution ready to go, but they still need a processor. Head to the Kickass Brewing Co. to ask Floyd if he might know where to get what the Oxfords need. At the brewery, Floyd will direct you to a man who has set up a sort of hunting blind in a cell phone tower nearby, only just slightly northeast of the brewery itself. Surely that guy likes visitors.

SUPER BOUNCE UNLOCKED!

While on your way to visit Buck National for the first time, you'll earn the ability to super bounce. Press A just as a bounce is about to start for a super bounce, which travels much higher.

2 Buck National might play along and provide the computer hardware you're after, but first he wants you to indulge him a little on his reality TV endeavor. He's rigged cameras all over the train yard nearby to the east, and he wants you to entertain an audience while you slaughter OD.

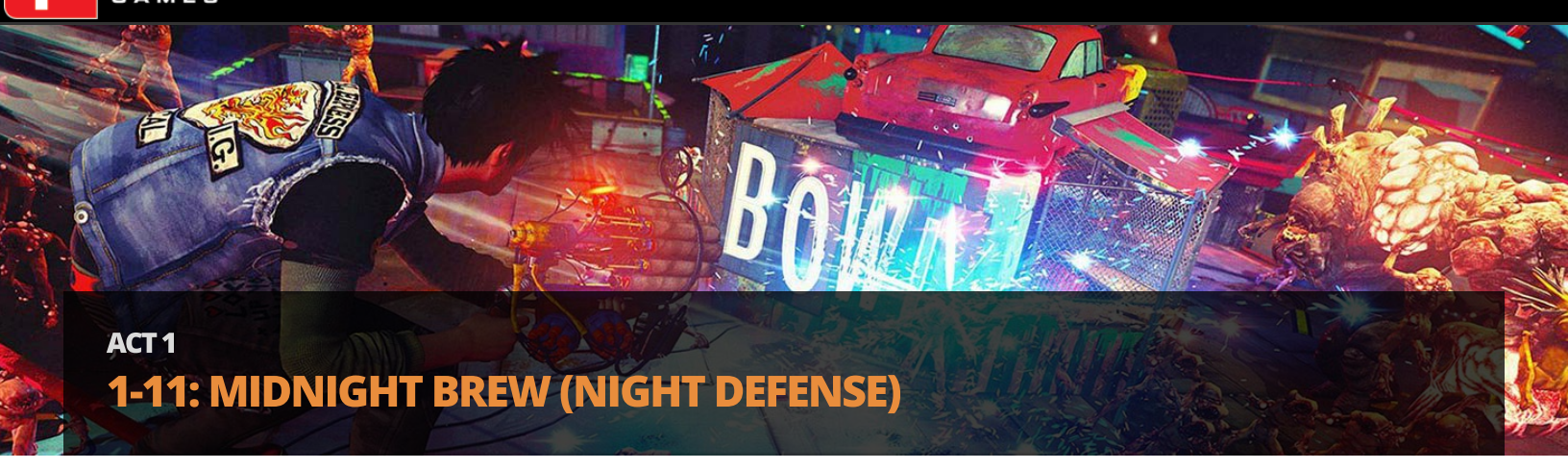
Melee the pain train switch to electrify the tracks and call forth a barreling train engine!

3 At the train yard, interact with the Buckies Challenge icon to start the event. Buck wants you to cycle through rounds of bounce kills, grind kills, Blower kills, and pain train kills. Hordes of OD will swarm the train yard during the event, so you won't be lacking for targets. You'll get a round bonus each time you fulfill one of Buck's requests, along with point bonuses for multikills and kill streaks. Maxing out your reward requires breaking 250,000 points, but completing the Mission requires only 50,000. Get at least a Bronze rating and Buck will hand over the computer processor, which you can then take to Sam at Sasquatch and Friends. For more on Buck's Challenges, see the Challenge section.

Rewards

	Point Goal	Cash	Overcharge	Items/Unlocks
Bronze Rewards	50000	$300	—	—
Silver Rewards	150000	$1000	—	—
Gold Rewards	250000	—	1000	Costume items: Bucky Shirt, Bucky Gloves

This Mission is really the only required Challenge. All other Challenges are optional, but you'll unlock tons of Cash, Overcharge, and costume items by completing them. By completing this Mission, you'll unlock Episode 1 and Episode 2 of Buck National vs. The Apocalypse as Challenges. These are like a twist on Night Defense in which you must repel waves of OD with particular moves.



ACT 1

1-11: MIDNIGHT BREW (NIGHT DEFENSE)

Old Factory District

1 Sam and his friends will need a little time before the propeller is ready. In the meantime, Floyd's Vat is prepped for another major Amp cookout at the brewery. He'll need a bit of raw material: five Fizzie Balloons. Round up the required balloons (if you've kept an eye out for collectibles at all so far, you probably already have enough), then head to Floyd's place.

2 Check with Two Hat Jack before starting up the defense if your weapons aren't up to date; in particular, it won't hurt to have Acid Sprinkler handy for a defense-oriented Mission. Once you're ready to start, Floyd will begin by allowing you to place your own Traps for the first time. So far, you just have the Fling Board Trap and the Hack 'n Slay Trap. The Fling Board Trap can be used not only to repel enemies from predictable paths of approach but also to toss them directly into other Traps. Before a Night Defense event, you have time to adjust Traps to your liking, up to the maximum allowed by the fort's power supply.

Place all the Traps you'd like, then turn the valve in front of Floyd to start Night Defense.

OD can only approach the vats from the east, through one of two main barricades leading in from the parking lot. Three more barricades separate a single Vat cooker from the rest of the interior yard. Place Traps (and Acid Sprinkler deployables) accordingly to bolster Floyd's barricades.

As with the earlier Night Defense (and any Chaos Squad you might've played), the goal is to keep the OD's grubby mitts off of the cooking Vats for the duration of the event. This instance has more enemies (and tougher ones) than your first Night Defense attempt, but this time you also have stronger guns and more experience, as well as Traps and whatever Overdrives you've equipped. Watch out for Gunkers, which show up for the first time partway through the assault. Gunkers are frigid blue OD who can place ice balls along your traversal paths, ruining your planned grinding routes. Gunkers themselves explode into a freezing mist upon death, so take advantage of their proximity to other OD when gunning them down. You'll also have Poppers, Blowers, and Herkers to contend with. Don't get too lost in the trance of grinding around while shooting at hundreds of OD; keep an eye on your minimap so you're aware of enemy clusters arriving from unexpected directions along with any attacks on barricades or the Vat.

Halfway through this Night Defense, a new enemy appears: the Gunker, which can set icy traps along your traversal paths.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	—	Amps: Seismic Smash, Personal Space, and Burn, Baby
Replay Rewards	$6000	—	—

Complete the Night Defense Mission of "Midnight Brew" to unlock two Challenges: the score-attack version of this Mission in the form of the Old Factory District Night Defense Challenge, and Weapon Challenge: The Dude. You can also find new Amps for sale in Floyd's inventory after this Mission.

AMPLE UPGRADES

In addition to the fantastic Amps you'll receive for surviving the night, Floyd will also have some new Amps for sale, if you have enough Toilet Paper and Shoes and whatnot to trade. He'll have level-2 versions of powerful new Amps like Burn, Baby and Seismic Smash available (though for steep collectible prices), as well as some fantastic (and cheaper) new level-1 Amps like Rocket Man. In particular, it's great to pick up Rocket Man and equip it to Acid Sprinkler or High Fidelity; since Rocket Man's chance to trigger is per-hit, not per-kill, it's ideal on low-damage weapons that hit many times. You can also equip Rocket Man to Freeze Bomb, leading to clusters of enemies that, immediately after being frozen solid, sometimes self-destruct!

Amp Upgrades

Amp Type	Name	Cost
Weapon	Party All The Time (Lvl. 1)	25 Camera Lenses
Weapon	Burn, Baby (Lvl. 2)	55 Toilet Paper
Weapon	Moving Menace (Lvl. 1)	10 Neon Signs
Hero	Screw The Fourth Wall (Lvl. 1)	25 Shoes
Hero	Sadomasochist (Lvl. 1)	10 Toilet Paper
Hero	Spread the Love (Lvl. 1)	10 Fizzie Balloons
Melee	Seismic Smash (Lvl. 2)	55 Shoes

ACT 1

1-12: UP IN THE AIR

District Location (Old Factory, Little Tokyo, Harbor, Or Downtown)

Walter might be ready for another escape attempt. Meet up with him at the overpass from “A Way Out,” on the broken highway just west of Sasquatch and Friends. The glider is almost ready to go, but Scabs have made off with a crucial part, the glide wheel. They’ve taken it northeast, but still within Old Factory District. After catching up with Walter, retrieving the glide wheel is your first task.

The group of thieving Scabs who made off with Walter’s glide wheel can be found along the waterfront on a stage to the northeast, before north bridge. It’s a minor group of only a half-dozen Scabs, so it should be no problem by now. Swoop onto the stage and grab the glide wheel then head back to Walter on the overpass.

Doesn’t he have a lovely smile?

Scabs have made off with a crucial part, and are threatening to assault the overpass again.

Retrieve the glide wheel and bring it back to Walter.

2 That group of Scabs might have been diversionary, since you return to find Walter under assault by a much larger Scab force. Help Walter defend the glider by wiping them out, then meet him at the base of his contraption again.

Scabs weren't the only thing incoming. A squad of Fizzco Rifle Bots (or "Fizzbots") drops in, laying waste to Scab stragglers and attacking you and Walter. This will be a tough fight; you don't really have a good anti-Fizzbot weapon yet. At least they're susceptible to electricity, so a weapon equipped with the Stun Rounds Amp will be very helpful. Weapons with high raw damage and knockback power are very helpful too—Dirty Harry and Captain Ahab fit the bill. Naturally, Freeze Bomb can be effective for crowd control. Otherwise, your most devastating anti-Fizzbot weapon at this point is a Style level-2 Dive Bomb when equipped with Seismic Smash. If you keep a Combo going, with high Style, you can grind around and then super bounce above each bot to Dive Bomb them, then just jump and start grinding again. You'll get electric-based weapons soon enough to make Fizzco encounters less painful in the future.

Fizzco Rifle Bots are an unexpected guest after the Scab ambush.

With level-2 Style and Seismic Smash, Dive Bomb is an effective Fizzbot crusher.

Fizzco Rifle Bots are packing Fizzbot Rifles (which you can eventually get your hands on too). The sizzling blue shots from these rifles do not telegraph their paths with red reticles like with Herker rock tosses or Blower shots. You might not have warning before you get hit, depending on which direction you're looking. Against Fizzco Bots, you'll want to change traversal paths and movement speed more frequently while keeping an eye out for incoming fire.

3 With the glider repaired, its parts retrieved, and the assaulting Scabs and Fizzbots thwarted, it's time to take to the skies. Your hero and Walter board the glider and launch. Your initial path, suggested by Walter, leads northwest to a smokestack by the brewery, where Walter hopes the huge updraft will give you enough loft to clear the wall and escape the city.

But when you arrive near the brewery, you find trouble: a Fizzco patrol craft is hovering just behind the brewery as part of Fizzco's lockdown operation. Updrafts or no updrafts, you won't survive making it over the wall with Fizzco craft in pursuit. Tail the Fizzco blimp while avoiding the floating mines it deploys. Your missile shots won't hurt the blimp while it's shielded, but they will clear mines in your path, and there's also nothing stopping you from strafing Fizzco Bots and Turrets on the rooftops below. You can still collect health, Cash, and Overcharge, and even Fizzie Balloons while piloting the glider. Flying near health icons to pick them up may be vital if you run into floating mines; you can only sustain a collision or two before the glider crashes. Steer wide of mines, fire missiles liberally even when you don't have an immediate target, and be ready to barrel roll left or right away from a mine you don't see until the last moment.

Tail the blimp and survive until Sam figures out some solution to the craft's impenetrable energy shield.

When Sam manages to disable the shield, it won't take many missile impacts to bring down the craft. After all, it's a blimp.

SUNSET CITY FLIGHT ACADEMY

The glider is surprisingly agile in the air, capable of quickly wheeling to and fro, and even executing dodge-like barrel rolls (**LB** and **RB**). Just remember how airplane pitch works: nose down (left stick up) to descend, and nose up (left stick down) to ascend. **RT** launches homing missiles. The other important thing to note is that glider power is always diminishing and is replenished by passing through hot updrafts. If you get complacent and allow power to plummet, you may find yourself moments from crashing with no updrafts nearby. Make finding an updraft a priority whenever power dips below half. At least that only applies to staying aerodynamic, as your homing missile supply is thankfully infinite, though Walter will occasionally make you pause for a moment while he reloads.

Avoid mines and collisions while keeping an eye out for glider-powering updrafts.

4

With Fizzco's air patrol destroyed, you can again find a place to loft above the perimeter wall. From this trajectory, Walter suggests the power plant in the southwest. Fly that way while keeping up power through minor updrafts while homing in on the big one.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	4000	Pyro Geyser Trap
Replay Rewards	$11000	—	—

Completing "Up in the Air" ends Act 1 while unlocking the Quest "Big Brother Sam" and Weapon Challenge: The Dude.

Completing "Up in the Air" ends Act 1 while unlocking the Quest "Big Brother Sam" and Weapon Challenge: The Dude.

Missions

INTRODUCTION

Sunset Overdrive has three kinds of mission-like single-player events to engage in. Missions are the “golden path” of the campaign, the tasks necessary to advance the plot and progress in the game. Quests are optional side tasks, which are usually favors for the eccentric cast of characters with whom you’re stranded in Sunset City. Finally, Challenges are instanced, arcade-like tasks.

ACT 2

2-1: BIG TROUBLE IN LITTLE TOKYO

Little Tokyo

1 The glider worked, but the results didn't pan out as expected. There's not much of a plan while survivors regroup; Floyd suggests you seek out someone named Bryllcream, a survivalist Walter had heard broadcasting via ham radio from the Japanese Heritage Museum. The museum is located in eastern Little Tokyo, further than you've had reason to travel before. Deeper into the heart of the city, you're more and more likely to run into Fizzco patrols as well as increasingly dense thickets of OD.

You'll find definite signs of occupation at the museum, elaborate traps along the perimeter, and tents neatly pitched in the yard, but no one around. Check the front entrance and you'll find it locked. Vault to upper levels and look for a way in from the roof.

2 You won't find this Bryllcream person inside, but you will find Troop Bushido and their leader, Emperor Norton. He runs a tight ship, as evidenced by his banishment of one of his soldiers, 4Kim, for the crime of a mild smirk. He isn't going to cough up any information about Bryllcream without putting you to work. Simply getting into the museum and meeting Norton and the troop completes this brief Mission, which opens access to several tasks in Little Tokyo, as well as some guns in Two Hat Jack's catalogue.

If they aren't friendly, at least Troop Bushido seems more competent than the Oxfords.

Find Troop Bushido in the museum and you'll unlock a passel of tasks in the new (or new-ish) district. There are two Quests, "To Build a Better Cat Trap" and the three-part "Collect Some Comics" chain. Three Challenges are also revealed: Bomb Delivery #4, Challenge: Smash TVs, and Traversal Challenge #6.

Rewards

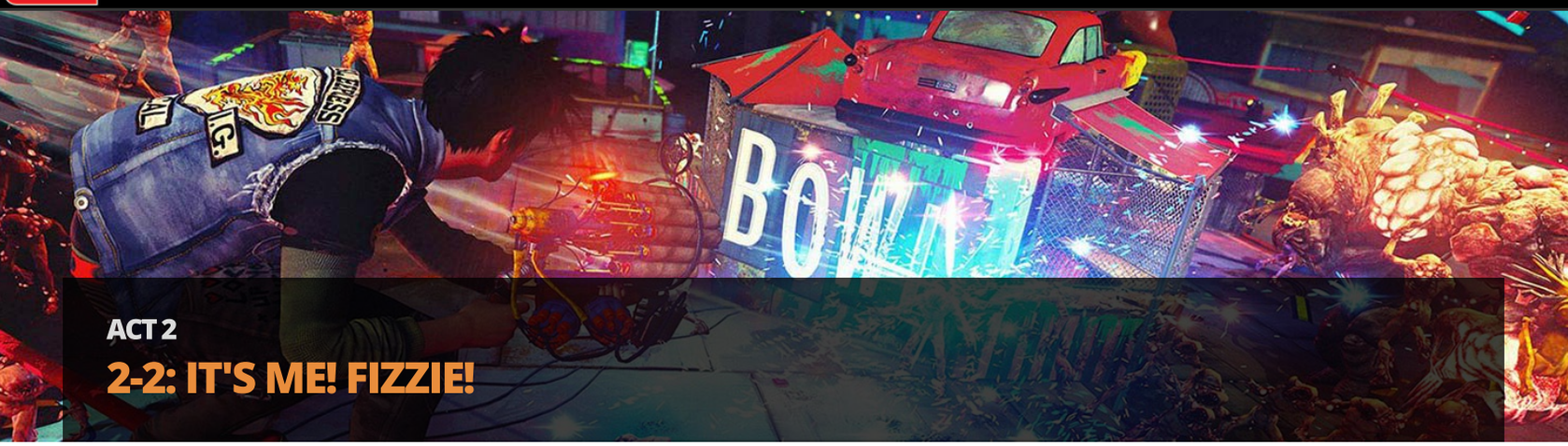
–	Cash	Overcharge	Items/Unlocks
Rewards	$1000	2000	Costume item: Troop Member Vest
Replay Rewards	—	—	—

DRONE WARFARE

After you meet Troop Bushido, Two Hat Jack begins selling two new guns. One is Roman Candle, which rapidly shoots small fireworks, making it basically a miniature, automatic rocket launcher. Roman Candle can pound groups of foes with lots of small explosions, which all generate a little bit of area-of-effect damage. "Per-hit" Weapon Amps work beautifully on Roman Candle. The only reason Roman Candle shouldn't replace High Fidelity as your automatic weapon of choice is if you're relying on the auto-aim and multi-hit bouncing records of the High Fidelity. Roman Candle has a comparable capacity and does much more damage.

The other new gun, which is even better, if you can believe it, is Turret Copter. This is a deployable which features a little RC copter dangling a high-caliber pistol. You can launch up to three Turret Copters at a time, and each Turret Copter will hover in place and automatically target and fire upon any nearby enemies. Turret Copter shots hit surprisingly hard and with unerring accuracy. In ideal conditions, a single Turret Copter can take out twenty or more grunt Scabs or OD! Like Acid Sprinkler but even more flexible, Turret Copter can supplement virtually any situation. Once you have both Sprinkler and Copter, there's no reason not to keep three of each deployed constantly during big fights (Night Defense in particular). You might even be tempted to build your Overdrives for deployable capacity or damage.

With these guns, Jack's inventory can start to get a little pricey, Overcharge-wise. If you refrain from buying the collectibles maps Jack also sells, and if you're completing Quests and Challenges (which are optional) in addition to Missions (which are not), you'll usually have enough Overcharge to purchase new guns when he has them available. If not, you can collect Overcharge by doing a little sightseeing around the map, taking out any big groups of OD you see, bashing Overcharge vending machines, and looking for Overcharge trucks they've overturned. You can also play online Chaos Squad (where you now also have a chance, albeit a small one, to earn the incredible ProPain Launcher weapon, which is basically the glider's homing missile in your hands).



ACT 2

2-2: IT'S ME! FIZZIE!

Little Tokyo

1 Once you've made an uneasy acquaintance with Emperor Norton, meet him by the tents in the yard to see what he needs done. He says his troop has attempted to locate Bryllcream with a radio, but Fizzco transmitters around the local radio tower are overwhelming all other transmissions. Norton wants you to head to the radio tower in the southwest quadrant of Little Tokyo to disable those Fizzco transmitters.

Search the radio tower for Fizzco transmitters.

2 Practice air dashing on the way to the radio tower. It'll come in handy immediately, and for the rest of the time you play *Sunset Overdrive*. Get at least a little comfortable with it, then enter from the street through the front arch. As you arrive, you'll run into a new kind of automated Fizzco security unit: the Blade Bot. This is basically Fizzco's equivalent of the Scab Rusher or OD grunt, though significantly more advanced. Blade Bots can zip around like dervishes wielding two electric blades, and they can hurl these blades with uncanny accuracy. They're a little less sturdy than other Fizzco Bots, if it's any consolation. Once you're on the radio tower's grounds, you'll have many Fizzco Blade Bots to deal with. There are Rifle Bots mixed in too, so watch out for their projectiles.

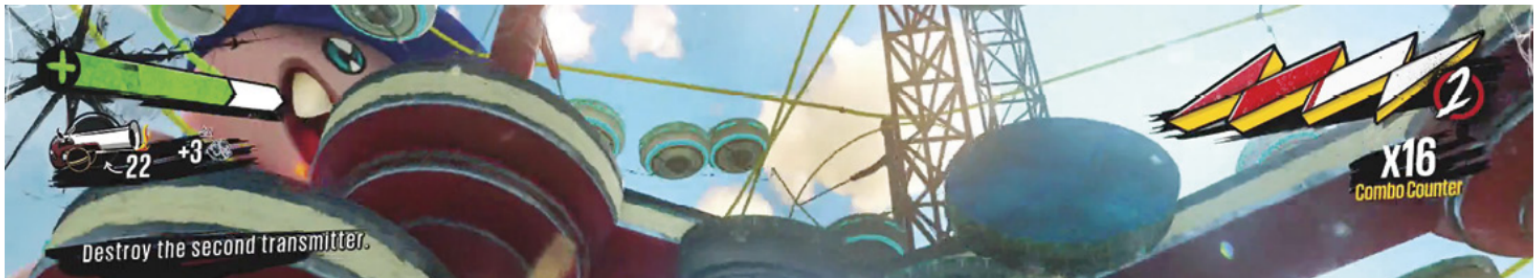
AIR DASH UNLOCKED!

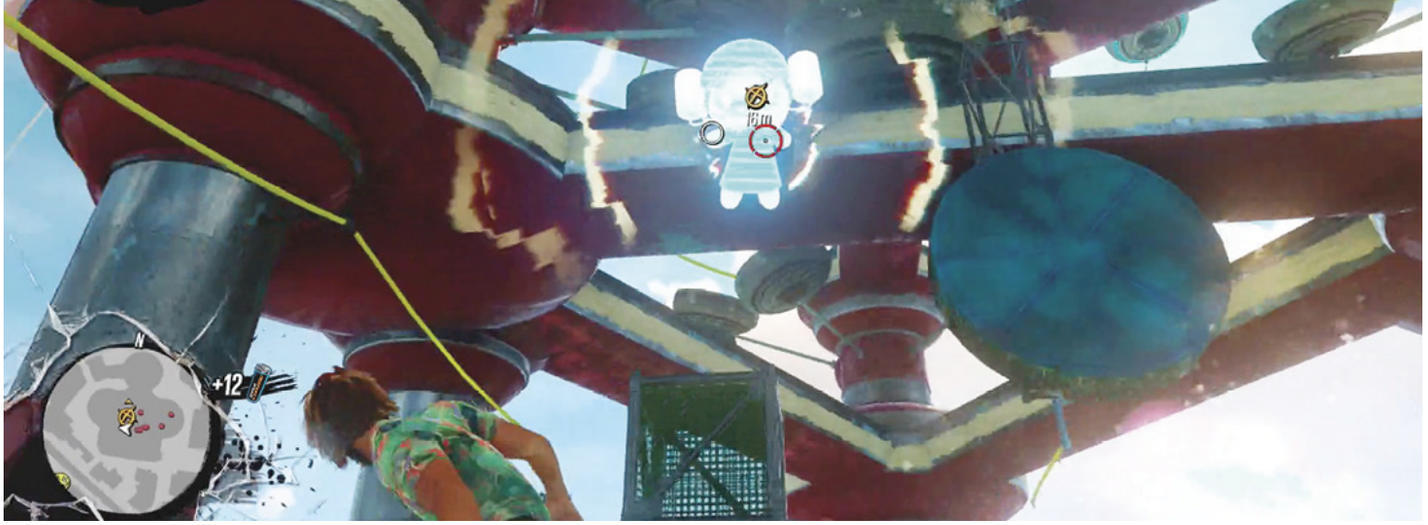
On the way to the radio tower, you'll gain the ability to air dash. This is done with ⧉, and allows you to gain extra distance and reposition more finely in midair. Air dashing gives you a bit more reach, letting you make new gaps to continue grinds and wall runs. Between all the wall moves (wall running, jumping, and cornering) and air dashing, you can basically climb up any sufficiently-wide sheer wall, no matter the height. And inserting air dashes into your traversal sequences also adds extra Combo ticks, since air dashing counts, as long as you link it into some other traversal move.

Note that while you can air dash once during any airborne period to start on purpose (by jumping or stepping off a ledge), you can't air dash if you're somehow flung into the air, like by an enemy's attack.

3 Once you find the ground-level transmitter, which looks like a Fizzie hologram, smash it. The way to the second level will be revealed by fallen satellite "drums." Climb up by bouncing off them and find a yellow wire on the second level that allows undergrinds. From this wire, you can move up to the third level.

4 This level is crawling with OD, who will harass you as you look for another transmitter. It's up here, somewhat hidden above, on the side of the next floor. Destroying this transmitter will collapse yet more debris, upon which you can bounce all the way to the top area of the tower.





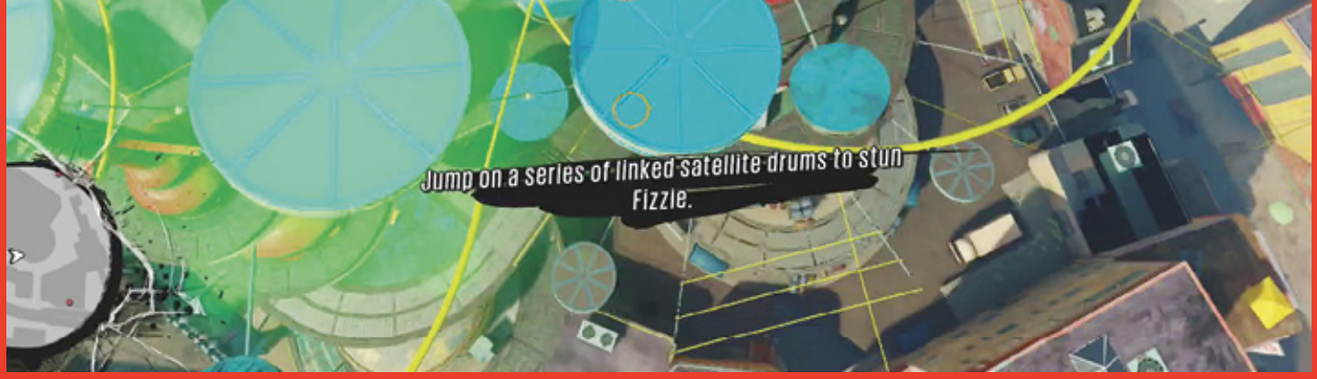
It's Me! Fizzie!

So Fizzie is taking this a little more personally than simply heckling you like during "Max's Parents." Fizzie ends up being quite the formidable gunship. Take advantage of this high-altitude section of the tower, which has yellow grind paths that spiral upward hundreds of feet and green, bounce-able satellite drums for movement variety. Combined with your new air dash maneuver, you should have no problems staying in constant motion up here. Which is good, because Fizzie is well-armed. But so are you: for just this battle, you have infinite ammo. There's no ammo collection to worry about, just focus on movement and aiming.

Jump over the laser or jump and air dash toward a different traversal option entirely.

Fizzie attacks primarily with a burning eye laser, which sears your grind surface.

Light up a series of three satellite drums by bouncing on them one after another and their resonance will briefly stun Fizzie. The mascot will hover there with its mechanical eyes wobbling unprotected, which allows you to plug it several times before it recovers. Ideally, switch to Dirty Harry and unload high-damage revolver rounds right into the eye sockets while you can. Once Fizzie recovers and begins attacking again, you'll have to repeat the process of lighting up three drums to stun Fizzie. Each time you stun Fizzie and blast it in the eyes, Fizzie will grow more enraged and aggressive.



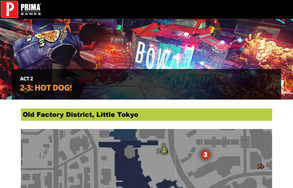
As Fizzie sustains damage, it will use its laser more frequently, as well as sometimes unleashing many explosive red balloons at once.

Toward the end, as you continue the cycle of stunning and beating up Fizzie, its face will collapse and you can shoot at its core. Finishing off Fizzie will also complete the mission, since Fizzie itself was one of the transmitters.

Rewards

–	Cash	Overcharge	Items/Unlocks
Rewards	$1500	3000	—
Replay Rewards	$5000	—	—

Complete “It’s Me! Fizzie!” to unlock two Quests: “Fizzie: The Inside Story” and “Garage Chaos.” Weapon Challenge: One-Handed Dragon and Points Challenge #3 are also available.



ACT 2

2-3: HOT DOG!

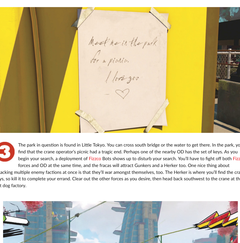
Old Factory District, Little Tokyo

Norton hasn't been very helpful, has he? Your next Mission starts at Sasquatch and Friends, where the exiled member of Troop Bushido has appeared. Her name is 4Kim, and she's suspicious of Norton's motives. She overheard Norton mentioning Brytkream being at the hot dog factory to the south in Old Factory District. You're dispatched to see if any evidence can be found of Brytkream there.

When you arrive, you'll find that Scabs have occupied the factory. You'll have to search for evidence of Brytkream while dodging their gunfire. A new Scab unit shows up: the Scab Tosser, who uses Proximity Mines against you. You'll be able to get this weapon eventually too, but not quite yet. Scab Tossers launch mines on the ground around you, or ahead of you on traversal paths. Keep an eye out for their distinctive red glow and the red reticle around them. There are three pieces of evidence to be found on the hot dog factory grounds: a sword, a hat, and a bugle. These are all out in the open at ground level, the only impediment to retrieving them are the Scabs.

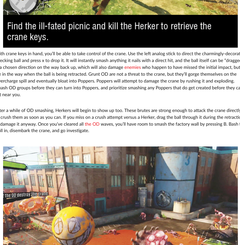
Exiled Troop Bushido scout 4Kim has found a new home with Sam and the Oxfords.

Scab Tossers can set explosives in your path.



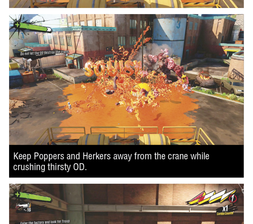
A Troop Master's hat can be found on the west side.

A Japanese sword is found in the north part of the lot.

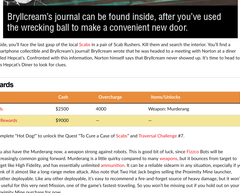


To the south in the very back, you'll find a Troop Master's bugle.

The evidence in hand points strongly to Brytkream's recent presence here. 4Kim suggests you look inside the factory. Spend some time skirting the perimeter, looking for a way in, and you'll realize that there isn't one. At least not yet. There's a wrecking ball crane in the northwest corner of the factory's grounds. Upon approaching the crane, you'll find a note explaining that the operator took a break to the nearby park in Little Tokyo. Well, that probably doesn't bode well for that operator, but you need to find the keys to the crane regardless.



The park in question is found in Little Tokyo. You can cross south bridge or the water to get there. In the park, you'll find that the crane operator's picnic had a tragic end. Perhaps one of the nearby OD has the set of keys. As you begin your search, a deployment of Pizzas Bots shows up to disturb your search. You'll have to fight off both Pizzas forces and OD at the same time, and the Pizzas will attract Gunkers and a Herker too. One nice thing about attacking multiple enemy factions at once is that they'll war amongst themselves, too. The Herker is where you'll find the crane keys, so kill it to complete your errand. Clear out the other forces as you desire, then head back southwest to the crane at the hot dog factory.



Find the ill-fated picnic and kill the Herker to retrieve the crane keys.

With crane keys in hand, you'll be able to take control of the crane. Use the left analog stick to direct the chunmingly-decorated wrecking ball and press x to drop it. It will instantly smash anything it nails with a direct hit, and the ball itself can be "dragged" in a chosen direction on the way back up, which will also damage enemies who happen to have missed the initial impact, but are in the way when the ball is being retracted. Grunt OD are not a threat to the crane, but they'll gorge themselves on the Overcharge spill and eventually bloat into Poppers. Poppers will attempt to damage the crane by rushing it and exploding. Smash OD groups before they can turn into Poppers, and prioritize smashing any Poppers that do get created before they can get near you.

After a while of OD smashing, Herkers will begin to show up too. These brutes are strong enough to attack the crane directly, so crush them as soon as you can. If you miss on a crush attempt versus a Herker, drag the ball through it during the retraction to damage it anyway. Once you've cleared all the OD waves, you'll have room to smash the factory wall by pressing B. Bash the wall in, disembark the crane, and go investigate.

Keep Poppers and Herkers away from the crane while crushing thirsty OD.

Brytlcream's journal can be found inside, after you've used the wrecking ball to make a convenient new door.

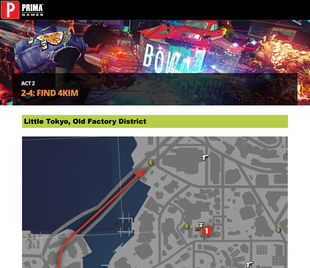
Inside, you'll face the last gasp of the local Scabs in a pair of Scab Rushers. Kill them and search the interior. You'll find a Smartphone collectible and Brytlcream's journal. Brytlcream wrote that he was headed to a meeting with Norton at a diner called Hepcat's. Confronted with this information, Norton himself says that Brytlcream never showed up. It's time to head to this Hepcat's Diner to look for clues.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$2500	4000	Weapon: Murderang
Replay Rewards	$9000	—	—

Complete "Hot Dog!" to unlock the Quest "To Cure a Case of Scabs" and Traversal Challenge #7.

You also have the Murderang now, a weapon strong against robots. This is good bit of luck, since Pizzas Bots will be increasingly common going forward. Murderang is a little quirky compared to many weapons, but it bounces from target to target like High Fidelity, and has essentially unlimited ammunition. It can be a reliable sidearm in any situation, especially if you think of it almost like a long-range melee attack. Also note that Two Hat Jack begins selling the Proximity Mine launcher, another deployable. Like any other deployable, it's easy to recommend a fire-and-forget source of heavy damage, but it won't be useful for this very next Mission, one of the game's fastest traversing. So you won't be missing out if you hold out on your Proximity Mine purchase for now.



ACT 2
2-4: FIND 4KIM

Little Tokyo, Old Factory District

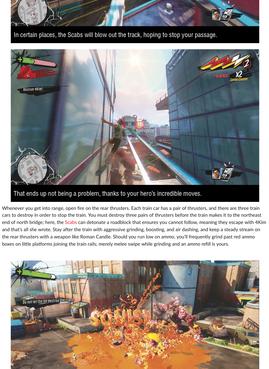
1 Travel to Hepcat's Diner in north Little Tokyo; any further north and you're in Downtown. Calista and Two Hat Jack are here, so you can change your style or update weapons. Sam is waiting to tell you that 4Kim left for the raised train platform just to the south. She saw smoke signals that she thought might be Brylcreem's. Head into the train station on ground level to try to meet with 4Kim on the way up.

At Hepcat's, Sam says 4Kim is headed to the train platform.

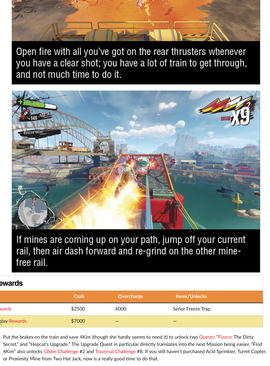
2 Of course, like almost any upright structure in Sunset City, the station has been occupied by Scabs. Fight through them while moving south through the station. *The commotion you make moving around will actually cause 4Kim to contact you*, thanking you for the distraction. She's making a break for the raised train platform—she sees the Scabs boarding and doesn't want to miss a chance to rescue her mentor. You'll have to find a quick way up to the train platform to meet her.

Move through the station looking for 4Kim and she'll find you; engage or avoid Scabs as you move through the station toward the platform.

3 Satellite drums on a radar dish give you stops to bounce upward, catching a yellow grind line up to the raised train platform.



Once 4Kim confirms she's rushing the platform, hurry south to a radar tower with bounce-ready satellite drums.



Atop these drums is a wire leading directly to the platform.

You're just late arriving, and a group of Scabs shove 4Kim aboard the train and flee. As the train pulls away, you can already see how this is going to be: there are rocket pods installed on the back of it. Hop onto the rail and grind after the train as fast as you can.

Follow the speeding train by grinding, while avoiding the mines it lays behind it on the tracks. If you lose momentum or jump and re-grind, boost twice with to regain max speed.

The train will periodically blow out a section of the track behind it, forcing you to go off the rails. In each instance, there are nearby walls, ledges, or wires that allow you to continue after the train. Apart from the train's proximity mines, you'll also have to watch out for OD in places; they're swarming all over the southern rail bridge over the water, they're along the boarding deck of Old Factory District's train platform, and they're also all over the bridge to the north. Don't fight them, but do avoid them, since taking needless hits from OD or slowing down to fight them cuts into precious thruster-busting time.

In certain places, the Scabs will blow out the track, hoping to stop your passage.

That ends up not being a problem, thanks to your hero's incredible moves.

Whenever you get into range, open fire on the rear thrusters. Each train car has a pair of thrusters, and there are three train cars to destroy in order to stop the train. You must destroy three pairs of thrusters before the train makes it to the northeast end of north bridge; here, the Scabs on it detonate a roadblock that ensures you cannot follow, meaning they escape with 4Kim and that's all she wrote. Stay after the train with aggressive grinding, boosting, and air dashing, and keep a steady stream on the rear thrusters with a weapon like Roman Candle. Should you run low on ammo, you'll frequently grind past red ammo boxes on little platforms joining the train rails; merely melee swipe while grinding and an ammo refill is yours.

Open fire with all you've got on the rear thrusters whenever you have a clear shot; you have a lot of train to get through, and not much time to do it.

If mines are coming up on your path, jump off your current rail, then air dash forward and re-grind on the other mine-free rail.

Rewards

-	Cash	Overcharge	Items/Unlocks
Rewards	$2500	4000	Señor Freeze Trap
Replay Rewards	$7000	–	–

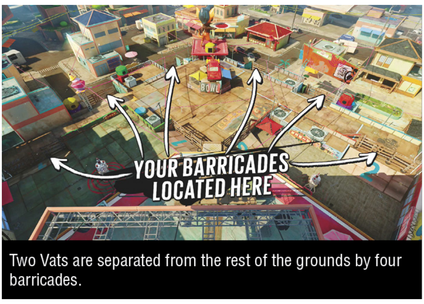
Put the brakes on the train and save 4Kim (though she hardly seems to need it) to unlock two Quests: "Fiasco: The Dirty Secret," and "Hepcat's Upgrade." The Upgrade Quest in particular directly translates into the next Mission being easier. "Find 4Kim" also unlocks Glider Challenge #2 and Traversal Challenge #8. If you still haven't purchased Acid Sprinkler, Turret Copter, or Proximity Mine from Two Hat Jack, now is a really good time to do that.

ACT 2

2-5: HEPCAT'S LATE-NIGHT SPECIAL

Little Tokyo

1 While 4Kim and company regroup in the search for Bryllcream, Floyd has fixed up Hepcat's Diner as a new player fort. For the low fee of five rolls of Toilet Paper, he's ready to rock and roll with another Night Defense Mission. You can make this Mission a little easier by first completing the "Hepcat's Upgrade" Quest, which increases the Vat capacity and thus your margin for error.



Two Vats are separated from the rest of the grounds by four barricades.

This location has two Vats, rather than the single Vat back at the brewery. Both Vats need to be protected, as they pull from a single pool of Overcharge. Each Vat has two barricades protecting it, for four barricades you'll want to reinforce with Traps. Just about any Trap can be good, if you place Traps wisely and back them up. For example, if you're placing J-Ya Gun Turret Traps, you might focus on throwing out Acid Sprinklers and Freeze Bomb rounds yourself. If you're using Señor Freeze Traps, you'll want to use hard-hitting primary weapons that will shatter groups of frozen OD.

There are many useful ways to set up Traps.

You will also want to place Traps with your movement in mind; Amps like Pyro Geyser or Señor Freeze can also be thought of as customizable bounce pads. You can also set up Fling Board Traps so that hurled enemies will keep bounce-activated Traps spewing without your attention.

OD will pour in from the streets.

If you use the Bounce-Splosion Epic Amp and keep your Style level over 3, you'll have explosive bounces *in addition to* the Trap's normal action. On the other hand, the Fi-Yah! Epic Amp works wonderfully as you grind above enemies on this relatively small arena, and you'll naturally burn up many OD simply grinding above them. You won't go wrong exploiting either Amp in concert with your Trap strategy. However you place them, you should definitely expend the fort's full energy stock in Trap placement, select a varied complement of guns on your weapon wheel, then turn the valve to trigger the onslaught.

The enemy can assault your Vats from more angles than at the brewery, but you can see the whole area from any grind or bounce location here. This makes it relatively easy to keep tabs on the really big enemy clusters. You'll have to survive with at least something in the Vats for four minutes. You can't go wrong keeping deployables active, and weapons like Freeze Bomb, The Dude, and TNTeddy remain fantastic against groups of squishy OD. There will be Blowers to contend with as well, so keep some sort of ranged weapon handy. Herkers and Spawners will both show up, even together. Between waves, check out your Trap situation. If some have been destroyed, set some new Traps up very quickly; you don't have much time at all before the next wave of OD begins.

It's relatively easy to keep an eye on both Vats during this Night Defense.

Rewards

-	Cash	Overcharge	Items/Unlocks
Rewards	—	—	Amps: Winter is Coming, Twister Spin, and Chance of Lightning
Replay Rewards	$6000	—	—

POWER AMPLIFIED

This Mission grants three fantastic new Amps, and Floyd has some other new Amps for sale. No new Quests are unlocked, but the Little Tokyo Night Defense Challenge opens up; if you had fun holding down the fort at Hepcat's, you can do it again right away. 2000 Overcharge is in it for you if you can take the Gold.

Two Hat Jack also begins selling Fizzbot Rifle and Hairspray Bomb. Fizzco can be tough nuts to crack with many weapons, but with a Fizzbot Rifle in hand, you'll always have a go-to anti-Fizzco sidearm. And Hairspray Bomb speaks for itself: an explosive that spawns several other explosives. What's not to love? Between Roman Candle, TNTeddy, Hairspray Bomb, Proximity Mine, and ProPain Launcher (if you're lucky playing Chaos Squad), there's a lot for explosives aficionados to savor. The only catch is that these are starting to have prohibitive Overcharge prices, but at least you know none of them will be regrettable purchases.

Amp Types

Amp Type	Name	Cost
Weapon	Suck (Lvl. 1)	25 Toilet Paper
Weapon	Shock Therapy (Lvl. 1)	15 Fizzie Balloons
Weapon	Bloom (Lvl. 1)	20 Fizzie Balloons
Hero	$Magnet$ (Lvl. 1)	20 Neon Signs
Epic	Chance of Lightning (Lvl. 2)	60 Neon Signs
Melee	Shrapnel Smash (Lvl. 1)	10 Camera Lenses

ACT 2

2-6: BRYLLCREAM

Little Tokyo

With the revelation that Bryllcream is somewhere in one of the city's automated garbage trucks, Sam has been working to find some way to detect which one he's in. He has an analog hacker for you to pick up near Hepcat's. From there, you'll have to travel to satellite dishes in order to triangulate Bryllcream's position. You aim a parabolic receiver and point around the city and try to home in on a signal. You'll see the needle twitch upward when you're close, and it'll spike into the red when you're on-target.

e tower.
14m
Chain wall runs from swings and grinds

e tower.
Wall Run
6m
Chain wall runs from swings and grinds

These towers will highlight a few traversal moves that don't get used as often when you're grinding on rails and wires at ground or traffic-light level.

The first satellite dish is above the strangely-named Wallrun, Hackdish and Associates' Tower, just northwest of Hepcat's Diner. At the base of this tower, you'll find a Fizzco guard post; decimate the Bots and the turret here with electric weapons, then proceed up the tower. Although you've been capable of pole swinging and wall running for almost the entire game, they'll be explicitly highlighted here: traversing from balcony to balcony on this building requires deft swinging, wall running, and wall cornering. Arrive at the top and, in addition to a Fizzie Balloon and some strange graffiti, you'll find the satellite dish's control console. Interact with it to begin the hack process.

You may begin to notice strange tags around the place.

2

After cycling through several signals that provide no information on the search, you'll find the telltale beeping of the garbage truck you're after. Unfortunately, Fizzco has tracked your attempts, and is now disrupting transmissions with a mobile jamming unit on an aircraft! Before you can get back to hacking satellite dishes, you must track down and destroy that jammer. The craft ends up landing atop a tower to the east; the Bots on the roof have offloaded the jammer and are attending to it. Destroy the jammer (and the Bots, why not?) so you can hack the next satellite dish. Conveniently, it's atop a nearby tower.

A fair number of Fizzbots guard the jammer, but you don't have to bother with them unless you want to. Destroying the jammer is the important part.

3

The next satellite dish is just to the south. There is no Fizzco patrol here, but there is more wall running reinforcement in the form of more strange graffiti. Wall run and corner up the building and hack the second dish. You'll have to sort through several useless signals again before you stumble upon Bryllcream's signal again.

Wall run, vault, and bounce to the second satellite dish console.

While many of the signals you pick up aren't useful, they're all entertaining.

4

Bryllcream's garbage truck ends up parked atop a parking structure in south Little Tokyo. Scabs have set up an encampment here and are guarding Bryllcream. First things first, clear out the Scabs around the garbage truck so you can safely recover Troop Bushido's real leader.

The Scabs are hiding Bryllcream atop a parking structure to the south.

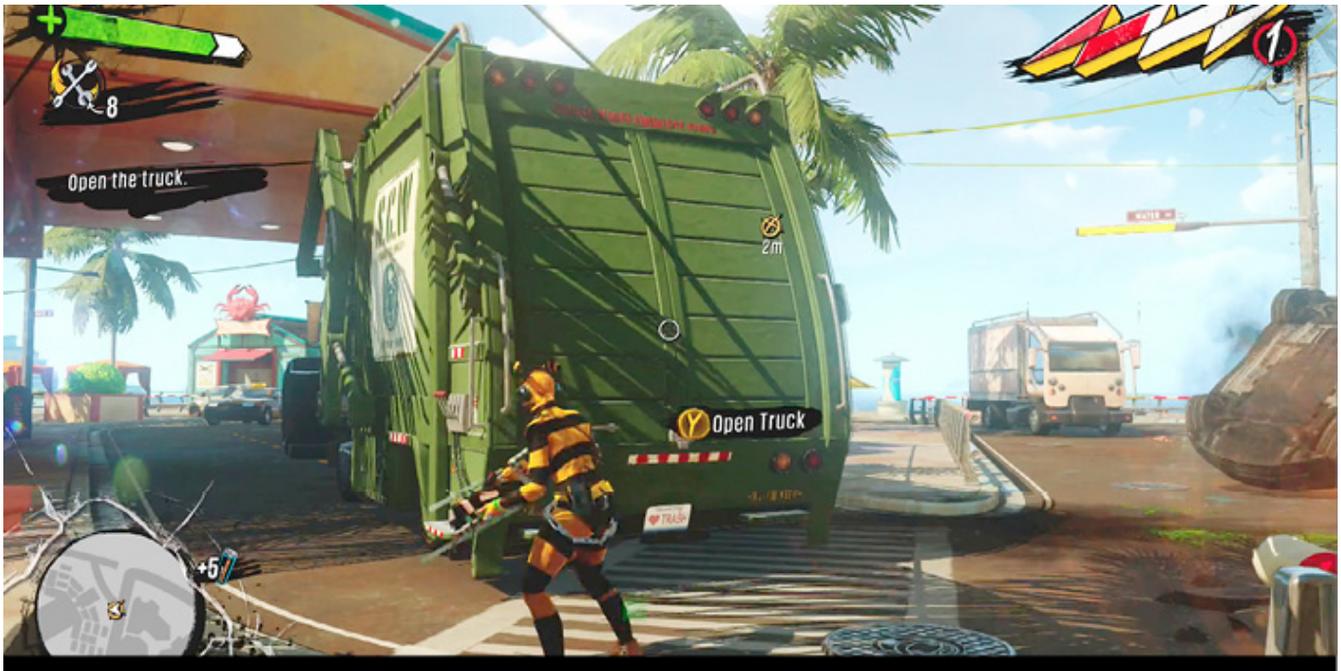
Bryllcream is hesitant to leave the confines of the garbage truck, but he quickly loses his skepticism once faraway Scabs launch explosives that set the truck on fire. You'll need to douse the flames, and the only liquid at hand is Overcharge. Hurry around the parking garage and grab kegs of Overcharge, then toss them into the garbage truck. The bursts of Overcharge will douse the flames, but will also attract throngs of ravenous OD. After you splash several kegs onto the truck, you'll have to hold off the OD.

Pick up Overcharge kegs with Y and hurl them with RT. Splash the orange gunk all over the fire to save Bryllcream's bacon.

Anything to do with Overcharge also means OD, so be ready to hold off dozens of thirsty mutants.

Before you can clear the OD out though, something nudges the garbage truck free and it begins careening wildly down the parking structure! Hurry to keep up with the garbage truck, which will eventually bash down into the street and begin rolling away. Grind to keep up, or simply stand atop the truck and ride it to wherever it goes. When the truck finally comes to rest, kill all the OD that have been riled up. With them gone, you can finally open up the garbage truck and see this master leader and survivalist in the flesh.

Keep up with the runaway garbage truck, or simply ride it.



When the truck finally lurches to a halt, clear the area and rescue Bryllcream. (Finally!)

Completing “Bryllcream” unlocks Traversal Challenge #9.

Rewards

–	Cash	Overcharge	Items/Unlocks
Rewards	$5000	6000	—
Replay Rewards	$10000	—	—

ACT 2

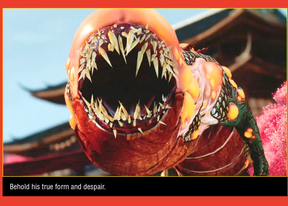
2-7: THE FALL OF EMPEROR NORTON

Little Tokyo

Brylcream is a little worn out from his captivity—he has been locked up for almost the entire catastrophe, over sixteen days—and he'll need your help getting back to base. Heft Brylcream (carrying him is just like carrying a keg or case of water) and go to the Japanese Heritage Museum, makeshift home of Troop Bushido. It's the return of the king, with your help. Once you return to the museum, an unspeakable series of events will be carried out as Emperor Norton realizes he has been totally exposed. With no way out, he does the unthinkable.

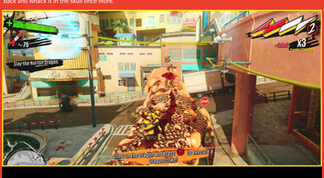
A flashback to Norton's deception triggers his panic.

Enter The Dragon

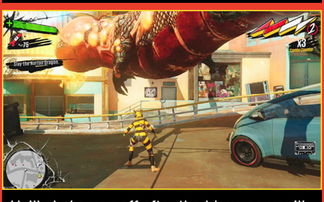


Behold his true form and despair.

Norton Dragon erupts from the museum and begins floating throughout the city like a perverse parade day float. The Dragon blasts flame along the land and buildings before it, and will even twist his head back to spit fireballs at you. The Dragon flies quickly, but not so quickly that you can't keep up with him. Dodge his fireballs and any other you see along the way so you can gain the higher ground just above the beast. From here, you can fall onto his back and grind along its spine toward his head, where you can deliver the powerful "dragonstrike" blow with B. Norton Dragon will be shaken up after one blow to the back of the head, but he won't be deterred. He only becomes angrier, displaying long spines along his back and blasting more quickly. You'll also begin to notice Gunkers in the area, gunking up the grind routes along the Dragon. Keep up with the serpent and aim at his back with an explosive or automatic gun to blow off all the spikes. With the back de-spined, you can jump on top of the Dragon and grind up its back and whack it in the skull once more.



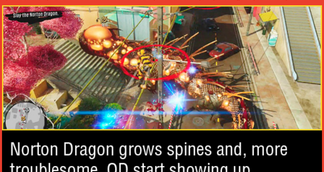
The only way to hurt Norton Dragon is to grind his spine and strike right into the back of his head.



He'll shake you off after the blow, so you'll need to take to the rooftops again.

Attacking the Dragon conventionally is a waste of time.

Norton Dragon is resilient, but he can't put up with this forever. He'll shake off a second attack, but won't survive a third. He'll grow a new set of spines, but you can blast these off same as before, opening the path to grind on his spine. One final pierce to the brain will dishonor the Emperor while finally truly rescuing Troop Master Brylcream.



Norton Dragon grows spines and, more troublesome, OD start showing up, attracted by such a powerful specimen.

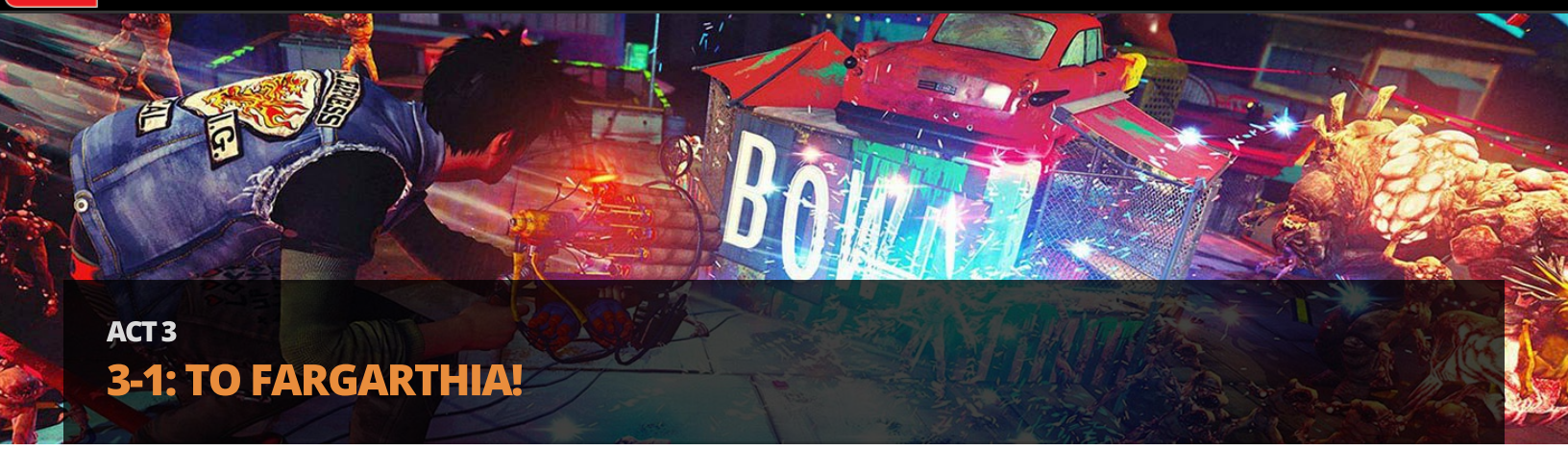
Shoot off the Dragon's spines before you try to grind upon his back again.

Clear the spines and perform a brain-busting Dragonstrike once more for the kill.

Rewards

–	Cash	Overcharge	Items/Unlocks
Rewards	$20000	9000	Samurai Helmet
Replay Rewards	$4000	--	--

Completing "The Fall of Emperor Norton" ends Act 2. You'll unlock "The Firework Show" Quest, along with three Challenges: Bomb Delivery #5, Episode 3 – Buck's Revenge, and Traversal Challenge #10. Two Hat Jack begins selling One-Handed Dragon, a one-handed launcher that fires slightly-homing incendiary flares. This is a cool (or, hot) little pistol, especially for its relatively low cost in Overcharge.



ACT 3

3-1: TO FARGARTHIA!

Harbor

With Bryllcream reinstalled as leader of Troop Bushido, order is restored in Little Tokyo—or as restored as it can be, given current circumstances. Bryllcream knows of no way out of the city, sadly, but he does know someone who might be able to help: his old friend Ignatius, head of the ship-builders' union to the east in the Harbor district. Bryllcream draws up plans and sends you to deliver them to Ignatius.

Ignatius's last known location was in upper Harbor. Unfortunately, not only does the disaster seem to have knocked Ignatius 800 years into the past. Union head Ignatius has become King Ignatius of this fair kingdom of Fargarthia, and he's attended by a court of loyal followers: Master Chandler, Lady Katherine, the warrior Hardcore, and Wendy. (Wendy's not really into the whole thing.) But not only has Ignatius gone LARP-crazy, he's also deathly ill. In order to even address the king with Bryllcream's plan, you'll have to restore him to health.

The Fargarths will greet you quite aggressively before your good intentions are revealed.

Ignatius lies sick, the kingdom of Fargarthia surrounding him with worry.

Rewards

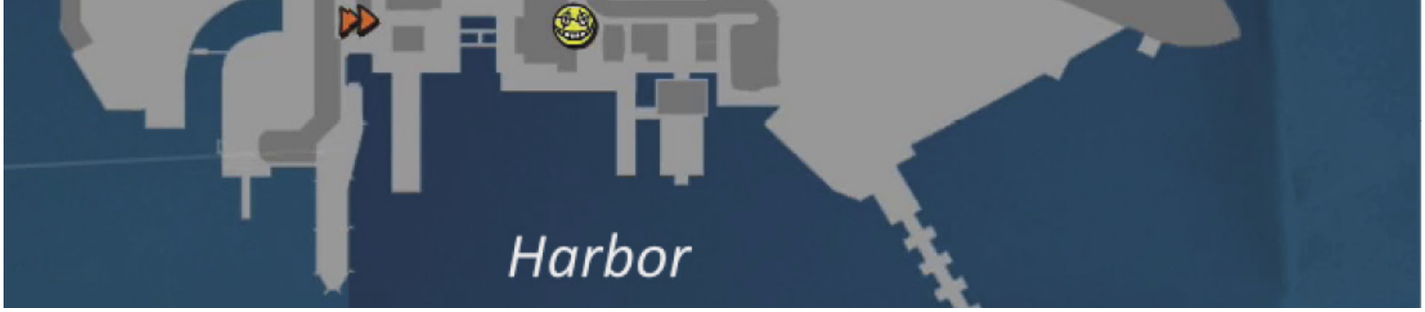
	Cash	Overcharge	Items/Unlocks
Rewards	$2500	4000	Costume item: Elf Ears
Replay Rewards	—	—	—

This short introductory Mission is completed when you simply arrive at Fargarthia, and, like "Horror Night" and "Big Trouble in Little Tokyo" before it, cannot be replayed. Two Hat Jack now has the One-Handed Dragon pistol for sale at a relatively low cost. You can undertake a three-part Quest series that starts with "The Warlock's Red Gaze," assembling a Scuba outfit and lots of Overcharge in the process. Traversal Challenge #11 and #12 are also newly available.

ACT 3

3-2: THE KING'S FEAST

Harbor



1 Master Chandler informs you the Fargarth food stores were raided a couple weeks ago, just after the disaster started. Without nutrition, sickly-weak Ignatius isn't getting any better. Chandler proposes that the assembled Fargarths journey alongside your hero into the "Forest of Fargarthia" to collect vittles for Ignatius's restoration. You'll depart forthwith, relying on strength in numbers. Like 4Kim before them, the Fargarths are all able battle companions, and you can enjoy the carnage they contribute rather than worry constantly about their well-being. After speaking with Chandler to start the Mission, convene with the Fargarths outside.

Ready to roll out: Hardcore, Wendy, Chandler, Katherine, and the bard who has no name, which doesn't augur well for his longevity.

You'll follow Chandler and company, fighting off minor OD on the road along the way. If you've picked up the One-Handed Dragon, you can test its supremacy against fleshy targets, along with its very generous auto-aim and tracking abilities. You'll head generally due south in the Harbor, stopping in a couple places for particularly heavy battles.

OD interrupt the Fargarths' stroll, but they should only be a little problem for the group.

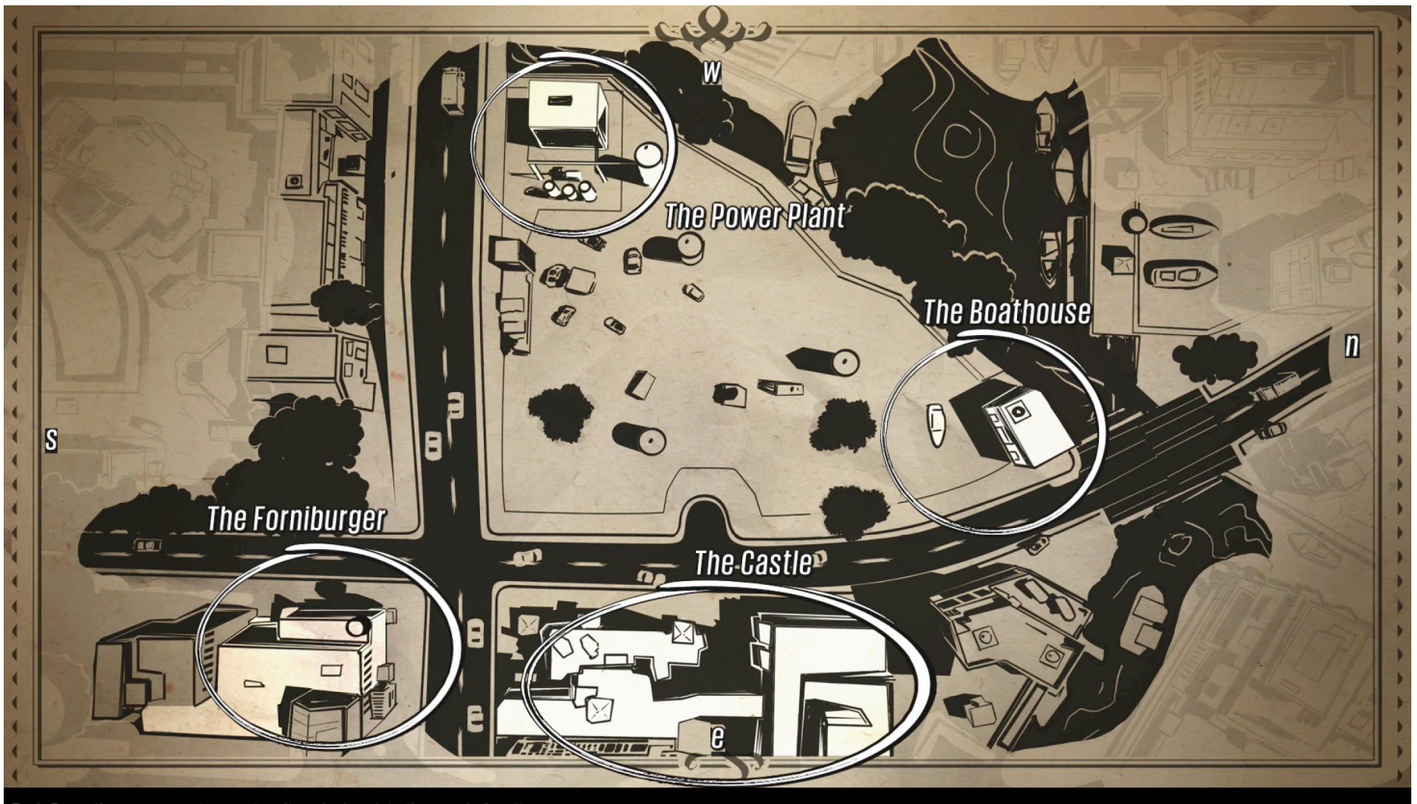
2 The first big surprise occurs when making a left turn to head due south on a road leading to the Forest of Fargarthia. Not one but two Herkers erupt from under the street and rush the group. While the Fargarths are strong fighters and very sturdy, they aren't immortal; eliminate the Herkers quickly with serious weapons and keep an eye on the Fargarths' health bars, conveniently found above their heads. You should be fairly comfortable fighting Herkers by now; you know you can't go toe-to-toe with them up close, and you know to dodge their rock tosses from afar. In between, plug away with weapons good against boss-type monsters specifically (Dirty Harry, The Dude, Captain Ahab, and ProPain Launcher), or weapons that simply have consistently solid damage output (explosives and deployables, basically). Herkers are susceptible to being frozen or shocked, so if you can apply either status effect, you'll remove a Herker from the fight while making it a sitting duck.

Two boss-types at once! You might want to get used to this sort of thing, going forward.

3 Around the bend south from the double Herker assault, the group will come upon a full-scale battle between mutants and looters. The Fargarths will verily serve as spoiler to both sides, so intrude alongside the LARPers and wipe out the OD and Scabs. The high number of minor enemies here favors a weapon like Murderang, High Fidelity, or Hairspray Bomb, where spraying in any direction will probably hit something. The One-Handed Dragon, with its homing flares and fiery explosions on kill, also makes a surprisingly effective tool against groups of weak adversaries. When the enemies on the streets are wiped out, the Fargarths are free to proceed west, to the forest.

To Sunset City citizens, they're mutants and looters; to the Fargarths, they're goblins and brigands. To you, they're fleshy sacks of weapon EXP.

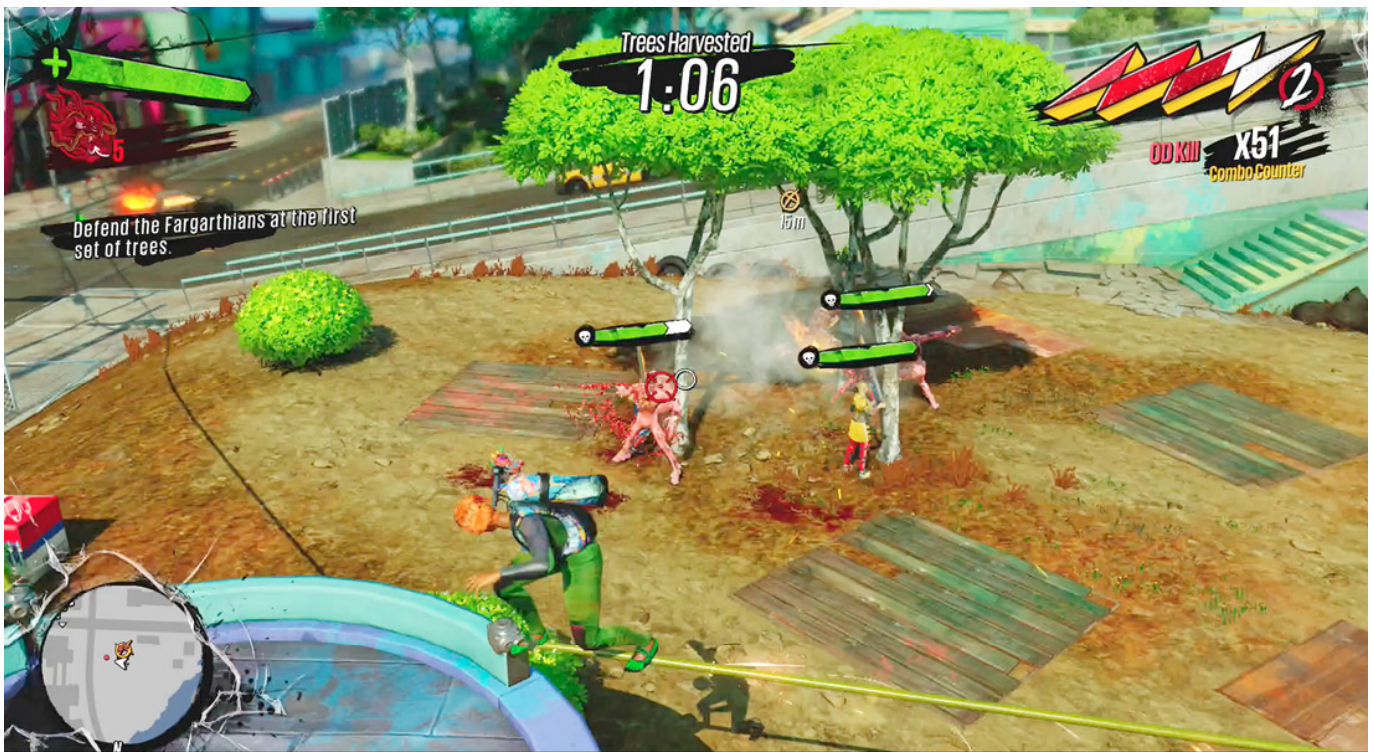
4 Behold, the beautiful Forest of Fargarthia! Chandler and his troops discover that previous Fargarths sent to harvest a bark remedy for King Ignatius have fallen victim to local OD attacks. In their memory, you'll have to cover the Fargarths as they attempt a bark harvest. You won't have to do it without assistance, though. First and foremost, the Fargarths have set up catapults that cover a large portion of the area. Catapults can be fired in from four locations, covering each quadrant of the forest. To order a set of catapults be launched, simply face that direction (the road will light up green when catapults are ready) and press Y. While catapults are loading, the aim indicators will be red.



Each Fargarth encampment can catapult explosives into the area before it.

The Fargarths begin by scratching at the southern grove of trees. Enemies can come from all directions, and Wendy (the most reluctant of the Fargarths) will call out the vector of new swarms. If you pay attention to Wendy and to the minimap, you can find entire groups of OD you can wipe out all at once with catapult launches. You'll have to hold out for two minutes while the harvest is underway. If the Fargarths themselves come under attack, kill their assailants posthaste. These LARPers aren't fragile, but they aren't invulnerable either. Eventually, a Spawner attacks alongside the normal hordes of OD. Use the wires above the area to keep out of reach of grabbing OD and lay into them from above.

Face a given set of catapults and press Y to launch a barrel barrage.

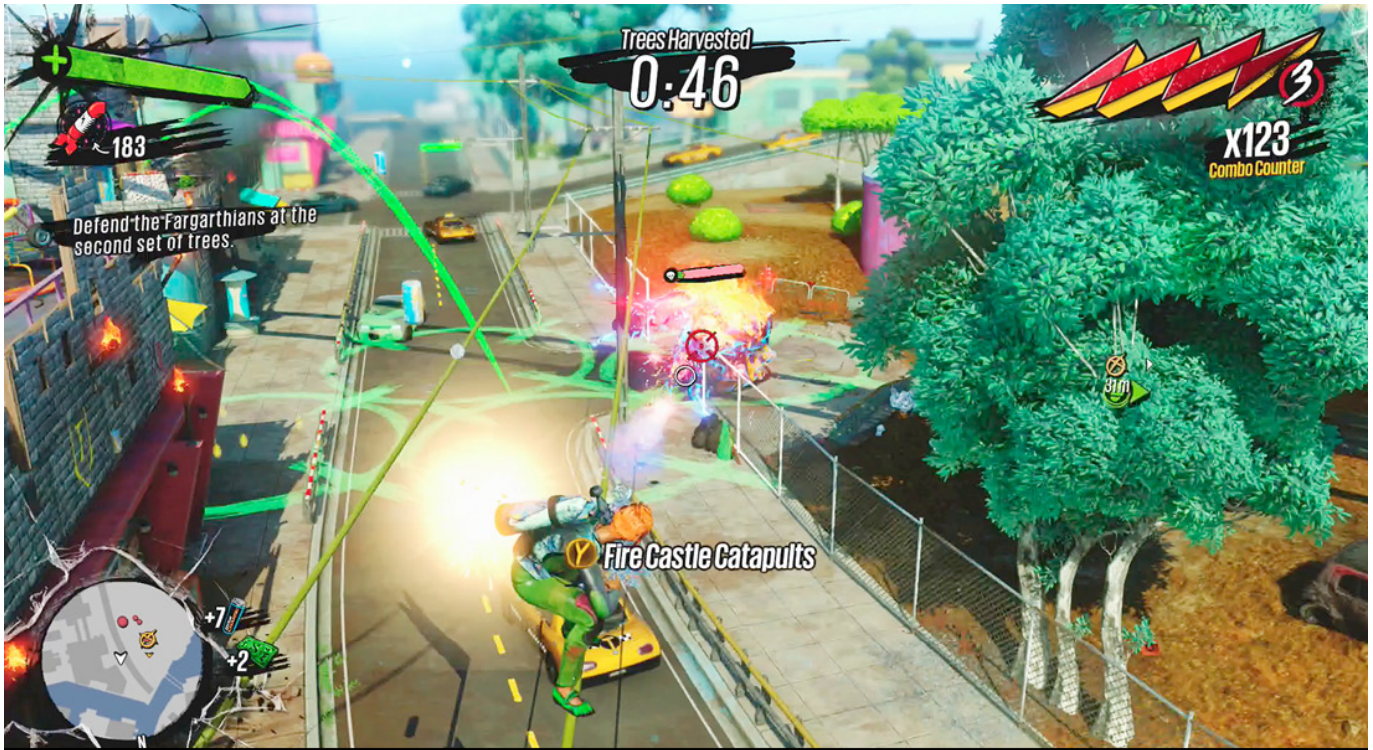


Be sure to keep an eye on the harvesters, keeping enemies off them where needed.

A Spawner rushes in to join the fray as the clock ticks down on the first harvest.

Once the two minutes have elapsed, the Fargarths will move north to a second grove of trees. They'll start scratching away here too, debarking these trees as another swarm of OD arrives. This harvest lasts two minutes and thirty seconds, and the OD here are more numerous and aggressive. You'll find far more Gunkers mixed in, potentially wrecking your grinding paths above, so dispatch the icy blue OD as soon as you see them. Continue protecting the Fargarths if they come under assault, and watch out for the Herker who crashes the bark party at about the 1:30 mark.

The harvest at the second grove of trees will take slightly longer than the first.



Take full advantage of the catapults, which will continue reloading throughout the entire battle. They can make your job much easier.

You're in for a few surprises when that first Herker dies. Another Herker shows up alongside OD helpers almost immediately. Kill this second Herker and—surprise—two Herkers show up to show you who means business. On the streets, you had the Fargarths to help you kill two Herkers at once, but here, you'll just have... oh, no, wait, you still have the Fargarths helping you here. They set up the catapults, after all. Keep the Fargarths safe through the 2:30 harvest and then mop up whichever enemies are still alive at the end (probably just the two straggling Herkers) to complete the Missions.

Two Herkers in a row will attack during the second bark defense.

Two Herkers in a row followed by two Herkers at once, actually.

The battle complete, the Fargarths revel in this newfound chemistry, with you as noble knight and Wendy as the new bard.

Rewards

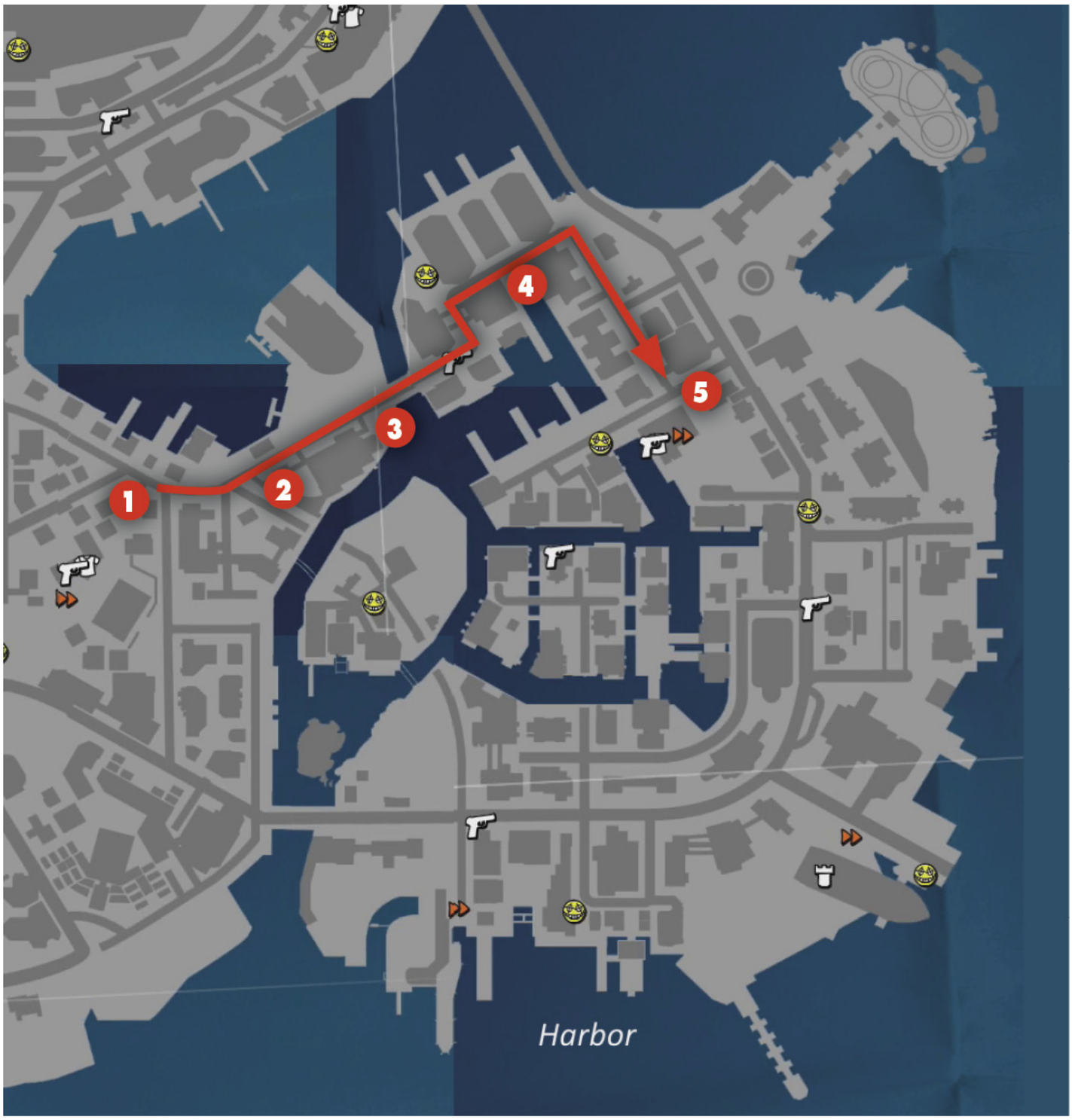
	Cash	Overcharge	Items/Unlocks
Rewards	$4000	5000	Grind Cooker Trap
Replay Rewards	$13000	—	—

Completing this Mission opens up the "Fizzco: The International Conspiracy" Quest and Challenge: Smash Fizzco Stuff #2. (Really, in a certain sense, the entire game is "Smash Fizzco Stuff." But here's one of the Challenges about it.) Two Hat Jack will also begin selling another deployable: Taunt Bot, a hologram decoy that attacks enemies who get close. Captain Ahab only works as a decoy against OD, but Taunt Bot works against all enemies. Especially as boss-types show up more frequently and Fizzco gets more ruthless, it never hurts to provide foes with something else to shoot at. Taunt Bot also has a low Overcharge cost compared to some of Two Hat Jack's offerings, like Hairspray Bomb, Fizzbot Rifle, or Charge Beam.

ACT 3

3-3: TASTES LIKE CHICKEN

Little Tokyo, Harbor



Just in case bark doesn't end up somehow curing King Ignatius, it's time to check out the farmers market in Little Tokyo to see if actual food can be found. Well, when life gives you pigeons, make pigeonade. There are hundreds of stuffed birds perched about, in an area that conveniently features several Pyro Geyser and Grind Cooker Traps. You will have two minutes to cook the proverbial geese of 500 pigeons. That might sound like a lot, but the pigeons repeatedly perch around the flaming Traps because someone has diabolically placed feed there. Whatever gets Ignatius fed.

This Mission begins in the farmers market in Little Tokyo.

This area is conveniently rigged with pigeon-roasting devices.

You can use the Flaming Compensator to blast at pigeon flocks, and you can grind on the Grind Cooker Traps to spout sideways flame bursts at them, but neither of those approaches is that effective. It's best to wait for a large group of pigeons to congregate around a Pyro Geyser Trap so you can fall onto it and roast as many as a hundred or more at once. Grind the wires above patiently and watch for many birds to arrow in toward a single Trap. When you see this, you know that's the next bounce Trap on which you need to fall. Grind above it, jump off, and don't miss. Pigeons scatter if you approach a Trap without triggering it. If you're grinding for a few seconds and see no flocks assembling, they're probably already around one of the Traps, so jump and bounce on them to roast any birds you didn't see land.

If you get too close to a Trap without landing on it, the pigeons will flee.

Bounce off Pyro Geyser Traps to roast flocks of pigeons.

In between bounces off Traps, grind the wires above; watch the skies to glimpse new groups of assembling birds.

Be patient and wait for flocks to assemble around bounce-able Traps, and you can clear this task in as few as three or four Pyro Geyser bounces. The two-minute limit is only a problem if you're scaring the birds by missing the Traps, or by trying to stack up kills by blasting into the flocks, which might be fun but is not useful. Once you've stacked up 500 "gutter chickens," the Fargarths will helpfully load the birds into shopping carts and take off up the road back toward Harbor and Fargarthia. Head up the road alongside the Fargarths to cover them; they'll tear up the street on the shopping carts like unattended kids in grocery stores at about the same speed your hero grinds.

2: Not far up the road, your party will come under ambush from highwaymen Scabs holed up in a MOOil Gas Station. You'll have to kill the Scabs before you can proceed with the birds. The Fargarths will set the shopping carts aside briefly so they can join in the fight, so you'll have some extra guns on your side. Kill the Scabs in the street and those that emerge from behind the gas station pumps, and then follow the LARPers as they continue back toward the castle.

You'll escort the kill back to the king in shopping carts. Grind alongside and be ready to help defend the feast.

A gas station ambush is the first obstacle on the return journey.

It seems this is not an isolated incident. Slightly further up the road, the Scabs have raised a drawbridge and fortified the span with a half-dozen Scab Tossers! Scabs are fairly pedestrian enemies most of the time, but several Tossers together can very quickly pepper the whole landscape with highly-damaging proximity explosives, which is no joke at all. Go in hard to clear this path. Once all the Scab Tossers are dead, the Fargarths quickly lower the drawbridge and advance.

The way forward is raised. Clear out more Scabs to lower the bridge.

With good shots, Scab Tossers can actually attach mines to your hero, with predictable results.

4

Back in Harbor, it seems like the Scab threat is briefly over. After a couple turns on the street, the journey will attract the attention of a wandering Herker and its OD contingent. Corral the Herker quickly, before it can put a hurting on your hero, any of the Fargarths, or the three shopping carts brimming with dead pigeons you're pushing across town.

The LARPers continue to impress, skating the mean streets of Sunset City as quickly as you can grind.

Herkers can smell pigeon carcasses like sharks can smell blood. It's just biology.

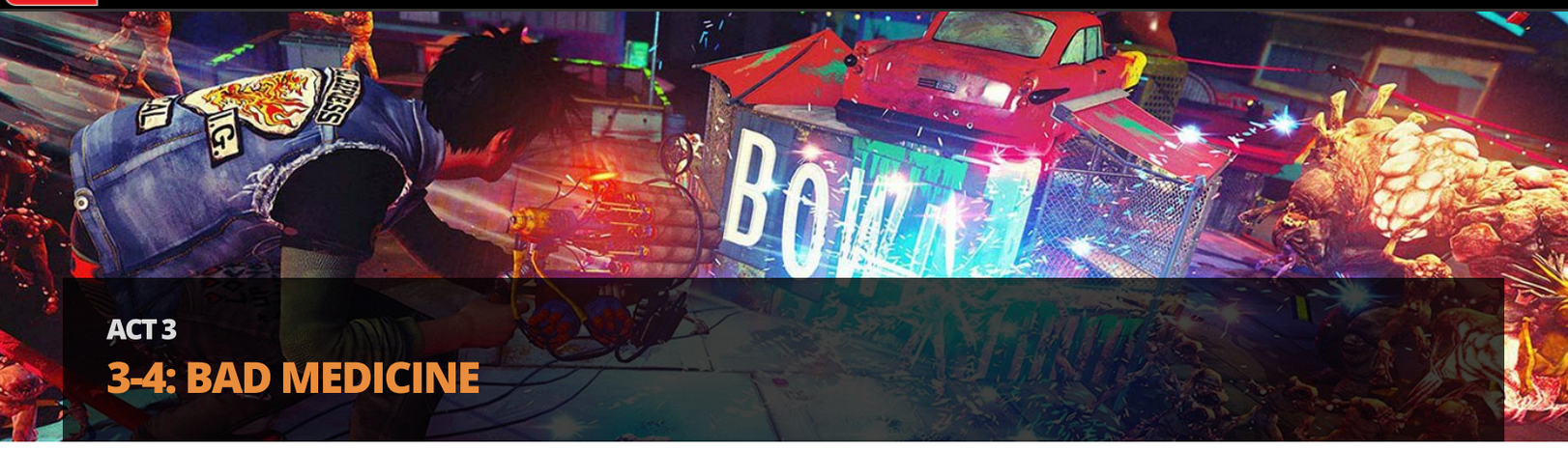
5 It seems the Scabs aren't done harassing you after all. They've prepared a massive ambush emerging from another gas station right across the street from Fargarthia! Be ready to engage two dozen angry Scabs only a few meters from your goal. The Scabs are numerous, and armed, but they're also all close together, and all coming from one direction. Blanket the gas station with explosives and multi-hit weapons; if your Style is high, rush right in and abuse them with level 2 Dive Bomb Amps and level 3 Epic Amps. If you have Style level 3 and Chance of Lightning activated, you can basically just grind the rim of the gas station roof and let the Amp's storm clear the Scabs for you. However you deal with the Scabs, they can't be allowed to survive this close to noble Fargarthia. The Mission is done after the Scabs are gone and the birds are delivered.

The gas station ambush earlier was only a warm-up. This is the real thing.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$4000	5000	Tesla Trap
Replay Rewards	$10000	—	—

Complete “Tastes Like Chicken” to open access to Weapon Challenge: Pigeon Roasting.



ACT 3

3-4: BAD MEDICINE

Harbor

The pigeon feast has given Ignatius some much-needed strength back, but he still battles a high fever, or the "demons," as Katherine calls it. She wants you to find some salve for Ignatius, something that might calm his raging brow. You might have some idea where high-grade drugs are kept, down south at the Fizzco Pharmaceutical Shipyard. Load up with anti-robot weapons and head for the shipyard in lower Harbor.

Katherine begs for you to find a way to lift the heat demons from Ignatius's brow.

At the shipyard, you'll have to check several trucks for the goods. Checking any of them alerts Fizzco and places all trucks in lockdown mode while alerting robot forces. This is the first you'll see of the Fizzco Bomb Bot, which shows up to defend the pharmaceuticals. Bomb Bots jet back and forth between spots where they can shell their enemies with pulse mines and charged laser blasts. The Fizzco drug defense force is about 15 strong with Bots of all kinds, Blade Bots and Rifle Bots and the new Bomb Bots. They are especially susceptible to electricity, so rely on The Shocker, Murderang, and Fizzbot Rifle to terminate Fizzco agents quickly. When all of the robots are destroyed, the trucks will exit lockdown. Search the three trucks to find Fizzotussin.

Check one of the drug shipment trucks to trigger a Fizzco lockdown.

Bomb Bots launch pulse mines that can cause heavy damage over time if you stay in their blast radius. Don't do that.

Once Fizzco's lockdown team is destroyed, you're free to get the Fizzotussin Ignatius needs.

3 Wendy points out that Ignatius's medicine needs a 12th-century delivery system. It's a method performance. Head north to Leech Pond Park to meet with Wendy and get debriefed on the plan. You'll have to visit a nearby restroom, strip down to underwear, then wade into Leech Pond itself and get slathered in leeches. Disturbances in the still water indicate the presence of leeches. Wade into each disturbance in the water to get more and more leeches glommed on. Once the leeches in the first bog are expended, Wendy will urge you to swap to the other pool to feel for more. Once you've waded through and accumulated all the leeches in both bogs, that will be enough. It's time to chug the Fizzotussin and return to Fargarthia.

You'll pick up the leeches simply by moving through their territory in the water.

We were somewhere around Leech Pond, on the edge of Little Tokyo, when the Fizzotussin began to take hold.

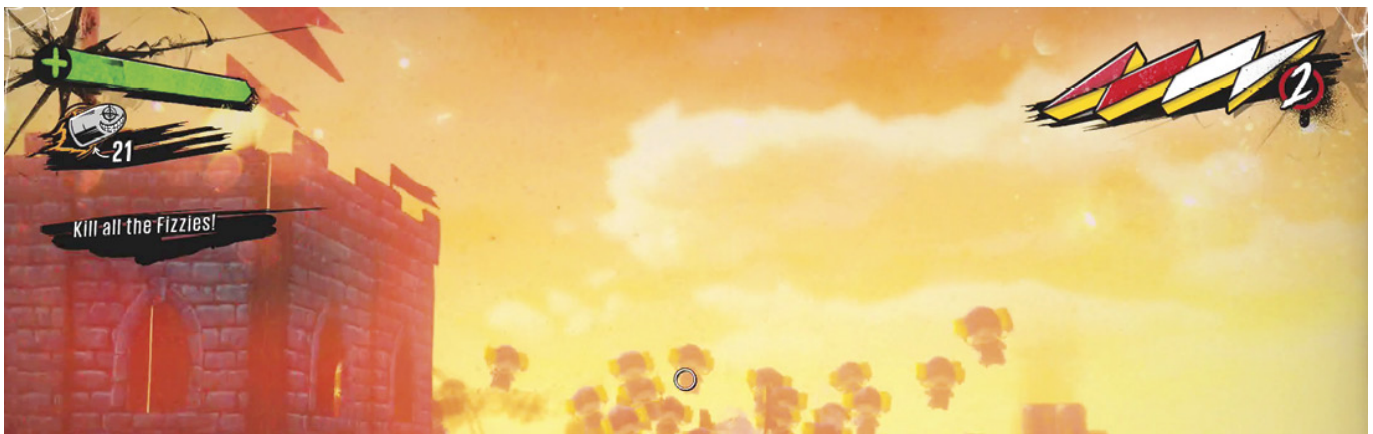
It's your old pal Fizzie! And the world is falling apart!

You'll have to chase Fizzie across this landscape using rooftops and air dashing. Street level is clearly off the table.

While chasing Fizzie and staying out of the lava, you'll also have to avoid the strange skeletons that attack in huge numbers here.

Floating Overcharge cans work as bounce platforms.

Infinite skeletons and bounce pad dive bombs can lead to infinite Style Combos and a little bit of extra Overcharge… Don't get too excited, huge combos in this fever dream don't count toward online Leaderboards!



At Fargarthia, Fizzie attacks!

You won't get very far before you realize something strange seems to be happening. Wendy has been replaced as your guide by... Fizzie? And Sunset City is now some literal nightmare place, glowing orange with a floor made of hot lava. This Fizzotussin is apparently no joke. Fizzie will lead you on a roughly counter-clockwise tour of the rooftops of Harbor while he heckles you. It's probably only fair; you did kill him. A few things are different about this nightmare place. The floor is lava, for one. There are skeletons that climb out of the lava and attack you, for another, and you have nothing to fight them with except for melee attacks. And finally, the presence of gigantic floating cans of Overcharge. These Overcharge cans work as bounce pads, giving you new traversal options to span large gaps over lethal flames below.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$10000	7000	—
Replay Rewards	$12000	—	—

Follow Fizzie across the rooftops and you'll eventually end up back at Fargarthia. Here, Fizzie will provide you with Dirty Harry and then attack, making copies of himself in all directions. Grind the rooftops of Fargarthia and blast Fizzie and his balloons with Dirty Harry (which has infinite ammo in this weird dream, of course) to escape this nightmare and return to reality, with Wendy at Fargarthia. Completing this mission unlocks Glider Challenge #3 and Boat Upgrade quest.

ACT 3

3-5: FERRY TO NOWHERE

Harbor

1 Floyd has a new base set up, and he's ready to cook some Amps up overnight, if you're down to defend him. He'll need 10 security cameras to get this cook started. If you're short, you'll have to go hunt some down. Use the collectibles maps provided in this guide or buy one off of Two Hat Jack (though that cuts into precious gun money). Take an approach of snagging any collectible you notice that isn't terribly out of the way and you'll probably never run into bottlenecks with currency. Before undertaking this Mission, you can also perform the Boat Upgrade Quest, which increases the boat's Overcharge capacity, thereby making this Mission a little easier.

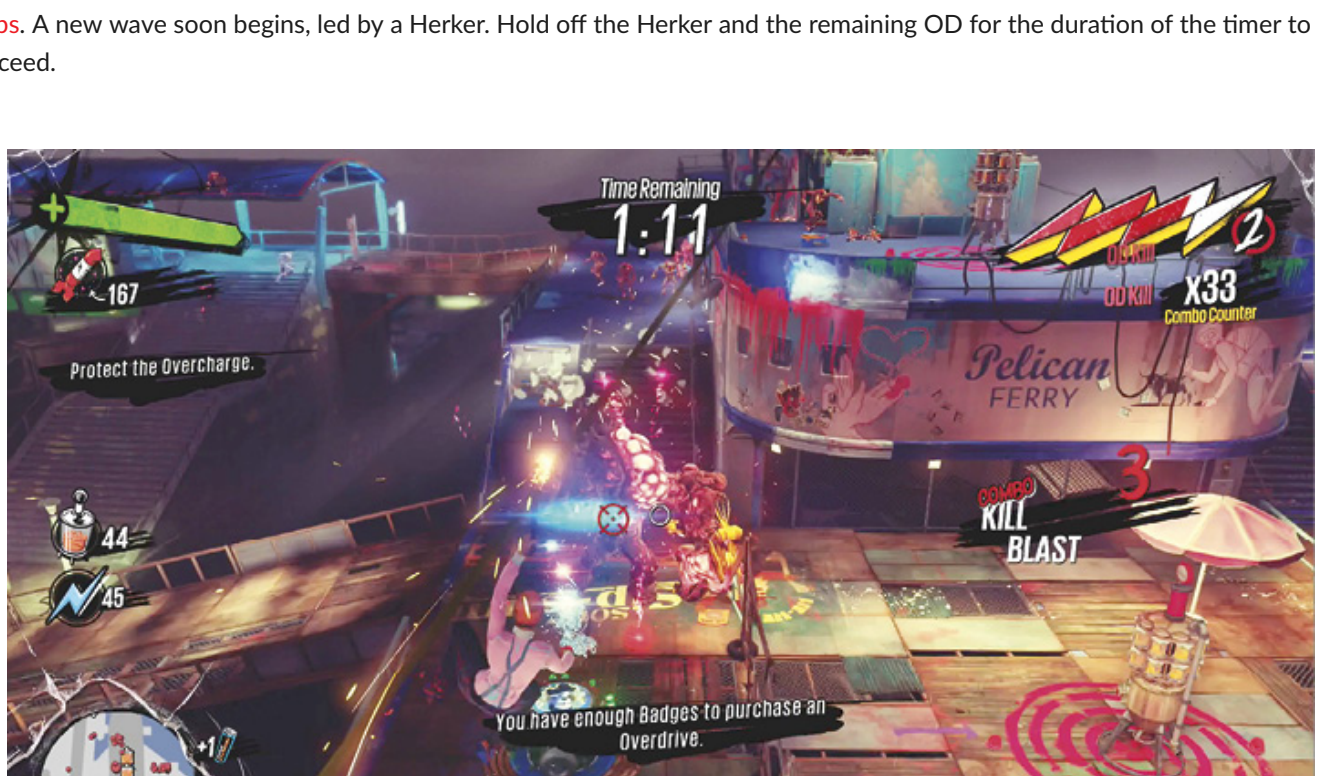
Most enemies approach from the two paths leading onto the boat from the port side.

However you choose to set up Traps, be sure to use up the boat's full power supply.

The ship has the most exposed Vats of any player fort yet. There's one in the center up top, and one directly below and aft. The ship itself is barricaded from the exterior in five places: two barricades at the back, two barricades to port (left), and one barricade starboard (right). The road to the north is one of the most heavily-trafficked OD spots in the city, and that's no exception during Night Defense. Most of the OD will come from the north, entering through the two port barricades. But plenty will pour in from the west and the south as well. Set up Traps with this in mind. The ship has ample grind spots that allow you to keep moving while covering one side of the ship or the other.

One approach is to use Tesla Traps (which you recently earned) in a grid around the aft Vat. Bouncing on any one of them triggers them all, shocking virtually the entire lower deck.

Once you get started, you'll have to protect the Vats for three minutes and fifty seconds. As long as you have at least 1 unit of Overcharge left in the Vats when that 3:50 ticks all the way down to 0, you win. You only lose if the OD get away with the entire supply of Overcharge. During the initial assault, you'll face hundreds of grunt OD with a few Poppers mixed in. After about a minute and a half, the Vats will go into brief overdrive and wipe out the OD, giving you a brief break to establish new Traps. A new wave soon begins, led by a Herker. Hold off the Herker and the remaining OD for the duration of the timer to succeed.



A Herker joins the fight midway through, posing a much bigger threat to both the Vats and to you.

As always during defensive stands, deployables are terrific. And weapons that damage a wide swath, like any explosives, are great against the numerous throngs of lesser OD. It's possible to launch a TNTeddy into a barricade and see the Combo Counter increase by 25 or more.

Rewards

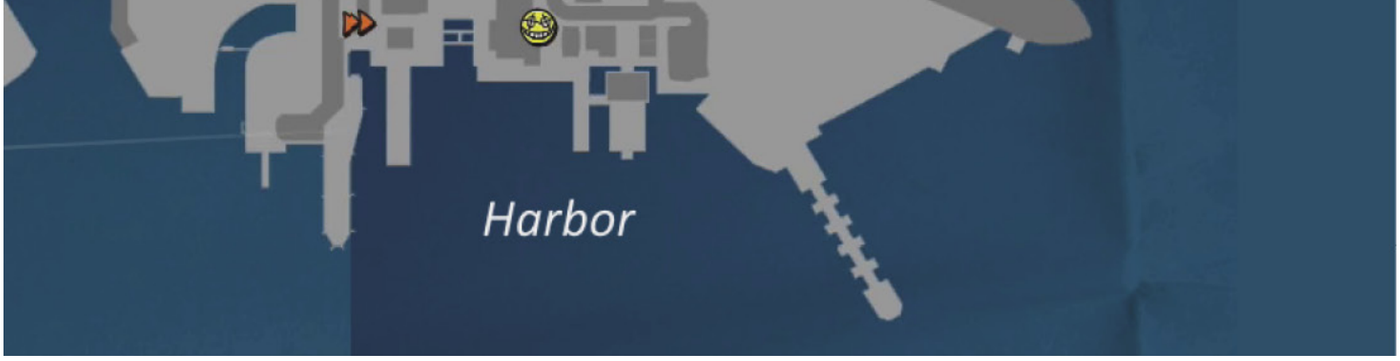
	Cash	Overcharge	Items/Unlocks
Rewards	—	—	Amps: Hater, Air Power, and It Burns
Replay Rewards	$6000	—	—

By completing "Ferry to Nowhere," you'll open access to the Harbor Night Defense Challenge, as well as the Amps listed above. Two Hat Jack begins selling the Shorty Shotty, a snub-nosed shotgun with a gigantic close-range spread. If you like rushing right up close, this thing can be even better than the Flaming Compensator, depending on which weapon Amp you equip it with. It does more close-range damage and can be fired faster. If you don't like rushing right up close, this is not the gun you're looking for. By completing "Ferry to Nowhere," you'll open access to the Harbor Night Defense Challenge, Points Challenge #4, as well as the Amps listed above.

ACT 3

3-6: THE SIEGE OF WONDERTOWN LAND

Harbor



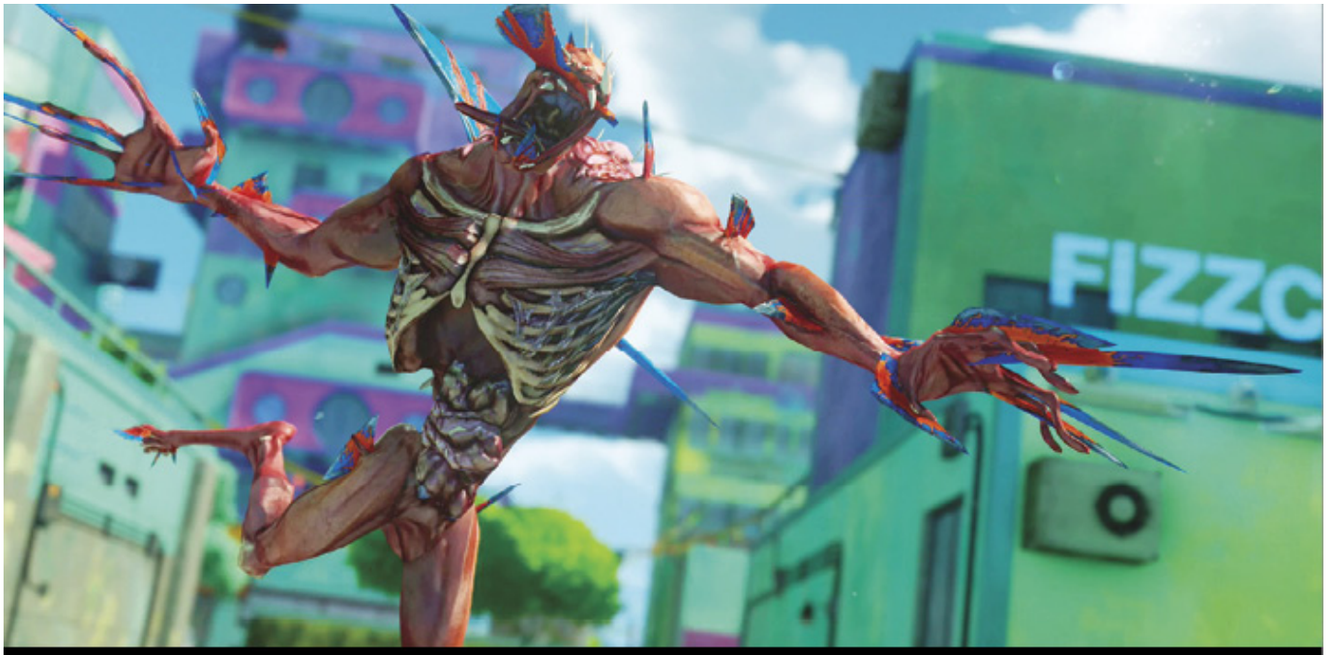
1 With King Ignatius restored to wellness, he's ready to help you with Bryllcream's plan... but not before you help him clear out the marauders who stole his food in the first place. And in order to go to battle properly, a king needs his crown. So Ignatius's prerequisite has a prerequisite. Wendy will let you know whom to look for: Lawrence the Leper, a subject Ignatius sent to retrieve his majesty's figurehead. He should be somewhere around the seafront shopping town to the east.

Ignatius is a king without a crown unless you help him push back against the Scab menace.

2 As you approach the seafront, you'll notice blood streaks on the ground. You'll need to investigate these to find where they lead. The blood trail leads south down the shopping strip for a bit before breaking left toward the water.

Look around in the area with the bronto topiary to find blood streaks on the ground, which will provide you a path to follow.

3 Here you'll find Lawrence the Leper, though that ends up being something of a misnomer. Lawrence is hiding from a vile new type of OD: Muggers! Muggers spend most of their time perching far away, watching from relative safety. They attack by periodically pouncing upon their prey from long range before immediately jumping away again to safety. Mugger attacks are preceded by a larger version of the red reticle you're used to seeing by now from Blowers, Gunkers, and Scab Tossers. If you see this reticle where you are, you will want to move immediately.



Meet Lawrence the Leper and the Muggers.

You'll fight a single Mugger at first, then several pairs two at a time, then finally four Muggers all at once, so this is a serious crash-course in Mugger combat, and perhaps fairly difficult depending on your gun/ammo situation. Keep moving and keep your eyes on the minimap: Muggers aren't boss-types, but they show up on the minimap with a larger red dot like a Herker or Spawner. This helps you at least locate them as they flit around. Muggers follow a pattern of seeking a target, leaping onto that target, then leaping to a new perch. The best time to attack a Mugger is during the first phase, while it's seeking; this is when it sits still the longest. Basically, if you can dodge a Mugger's pounce, then immediately draw a bead upon it when it finds its new perch (using a strong gun, like Dirty Harry, Captain Ahab, or One-Handed Dragon), you can take it out without a problem. If you try to engage Muggers during other parts of their routine, you'll probably spend a lot of time losing and reacquiring targets. Clear the waves of Muggers out, and the important one shows up: the Mugger who stole Ignatius's figurehead, a rather distinctive triceratops helmet. Kill this last Mugger, don the helmet it drops, and deliver it to King Ignatius north along the beach. You won't be able to attack or use guns normally while wearing the triceratops helmet, but you can gore and charge.

Try to catch Muggers on their perches while watching out for their telltale red impact zones.

You must kill enough Muggers to reveal the one with Ignatius's property.

4

With the figurehead in hand (or on head), deliver it to Ignatius just south of Wondertown Land. The king will order the figurehead mounted on the company's siegecraft and the siege of Wondertown Land will be underway. You'll embark on a ride-by-ride liberation of the amusement park from the Scab occupying force, starting with Spaceship Murica.

Retrieve and deliver the figurehead to Ignatius and company to begin the assault on the amusement park.

Many of the park's normally-benign amusements turn deadly when surrounded by Scabs or OD.

It's easier to thin the really startling amount of Scabs if you call forth the gnomes of doom to assist you.

There are Scabs in guard towers, patrolling the rides, the roofs, basically the entire place. Just past the front gate to Wondertown Land, you can find a Pandora's Box Trap all set up and ready to go—it's normally just part of the park's amusements, like the strongman games, but the gnomes it releases now will mercilessly decimate the Scab marauders.

After Spaceship Murica, the next target is the Ferris wheel. Scabs emerge from behind it on the street side. Once the ferris wheel is cleared, the comet ride is next. The Crazy Comet whirls a bunch of rocket pods around in a dizzying circle. These rocket pods become drunken, explosive missiles if you bounce or jump above the comet ride and fall on top of the moving pods. This is easier than it sounds. Lay waste to the comet ride and the Scabs around it and Ignatius will arrive to use it as a rallying point. Before proceeding farther in.

Splash damage weapons like Hairspray Bomb and TNTeddy allow you to quickly liquidate whole groups of Scabs.

The Pandora's Box gnomes can help you clear each of the amusement park rides.

The Crazy Comet's pods can be somewhat inaccurate weapons themselves.

With the battering ram headed down the channel, you're on the way to the Scabs' HQ.

Keep a watchful eye out for incoming rockets and shoot them out of the sky before they damage the ram.

With the outer amusement park secured, it's time to begin down the peninsula leading to the rollercoaster, seat of the Scabs' sustained power in ruined Sunset City. The Fargarths will roll the siegecraft implacably forward, but the Scabs haven't given up yet and will launch rockets at the siege weapon. Luckily, the high visibility and arcing travel of the rockets make them fairly easy to shoot out of the air before they hit the battering ram, and that's what you'll have to do: slowly advance forward with the siegecraft while keeping it from being bombarded. At least up until the first barricade, all you'll have to contend with are these incoming projectiles. At the barricade, the Fargarths want you to do the honors. With the battering ram in place, jump on the button on the back with a dive bomb attack to ram the triceratops through the wall.

Beyond the first barricade, the Scabs will launch rockets in groups of two, close together, along with deploying a forward movement of Scab soldiers to interfere with your anti-air focus. The single easiest way to deal with the Scab menace on foot here is to deploy Turret Copters. With that accomplished, you can simply return to scanning the skies for rockets, since the floating pistols won't have any problem suppressing a small Scab force. If you don't have Turret Copter handy, Acid Sprinklers can also suffice. If you don't have those either, you'll need a more hands-on approach, swapping your focus to the Scabs for a few shots before snapping back skyward to intercept a fresh rocket salvo. If rockets are incoming, rockets are the priority. The rest of the time, shoot Scabs. Since rockets launch regularly, this has a certain rhythm to it that you can get the hang of. Defend the battering ram from rockets and Scabs and be ready to dive bomb the battering button again at the second barricade.

The solution for many of life's most vexing problems is in fact Turret Copters.

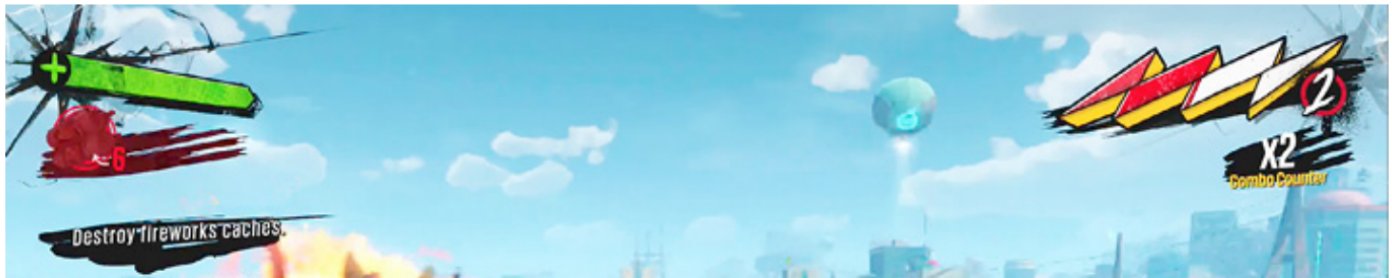
Beyond the second barricade, a half-dozen Scab Rushers will ambush up close from behind the kiosks while the rocket rain continues. Again, the simplest solution to the minor troops is deployables; otherwise, try to snap between rockets and Scabs as needed. If you've kept the battering ram in good condition so far, you can afford to ignore rockets for a few moments if you'd like to focus on just getting rid of the Scab Rushers first. The battering ram can sustain a few hits; it just can't sustain them indefinitely. At the third and final barricade, you'll need to dive bomb the button repeatedly to bash down the thicker obstruction.

Beware the Scab Rusher ambush just beyond the second barricade.

Beyond the final barricade, you'll be firmly on Scab territory, the home of the Scab King. As a last-ditch effort to deter the Fargarths, the Scabs spill a huge quantity of Overcharge over the deck in front of their Dragonslayer Rollercoaster. OD will pour in, quickly covering just about every inch of the coaster's grounds. The Fargarths will hang back by the entrance to the coaster and attempt to hold off the OD flood as best they can, while it's your task to go forth onto the coaster and destroy six Scab fireworks caches. There are two on the left flank, two on the right flank, and two in the center of the coaster's area, one up high and one lower in each place. The primary way you'll move around on a rollercoaster is, of course, grinding—take note that you'll move much faster grinding on the coaster than you will anywhere else in Sunset City! You'll have to watch out for Scab Tosser mines, OD physically clogging up the tracks, and Scab railcars which circle the track belching fire and squishing OD. Once you've destroyed all of the Scabs' fireworks caches, you'll finally lure out King Scab himself.

There are six glowing fireworks caches to demolish.

Some of the caches go off with quite a bang!



To take out the Scabs riding the coasters, boost behind them and shoot the back of their railcars. This will become a more relevant skill very soon.

The King Of Wondertown Land

King Scab has had enough taunting from his tower, and finally steps out to defend his clan personally. King Scab rides a four-car coaster rapidly around the track, indiscriminately annihilating anything foolish enough to be in his way. If you see him barreling down on you, jump off your current grind path and affix to a different part of the track. In this way, you can eventually get behind King Scab's train, where you can begin to whittle away at it. There are three trailing cars attached to King Scab's main car, and each of the three must be destroyed. Boost repeatedly to keep up with King Scab and unload on the last car in the chain. King Scab can drop incendiary gunk on the track behind him, so be ready to jump over his train's flaming wake.

King Scab in all his crown-stealing glory.

You can’t approach King Scab head-on. Not yet, anyway. Jump to a different grind path and find a way to get behind his coaster train.

Behind the King Scab’s train, you can destroy each of his trailing cars.

Once all three of King Scab’s trailing cars are destroyed, you’ll discover that his lead car is nigh indestructible. Made of titanium and lacking any exposed explosive gas tank or anything, you won’t be getting at King Scab with a gun. But after you grind around avoiding King Scab’s main railcar for a few seconds, King Ignatius has an idea. Dismount the rollercoaster track and meet with Ignatius at the foot of the coaster to again don the triceratops helmet, figurehead of the Fargarthian siegecraft. With this mighty plumage, you can confidently return to the track and grind to meet the

King Scab's car head-on, breaking the Scabs' hold over Wondertown Land and ending the threat of marauder raids against Fargarthia. Now maybe Ignatius will finally actually help you out...

When King Scab is down to one car, reclaim the figurehead of Fargarthia and grind head-on into victory.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	7000	Weapon: AK-FU, Trap: Pandora's Box
Replay Rewards	$16000	—	—

By completing "The Siege of Wondertown Land," you'll unlock Challenge: Smash Plants, which uses the triceratops helmet. No new weapons or Quests are available. If you have enough Overcharge, use this interval to buy any guns you haven't yet added to your arsenal. You can also pursue any incomplete Quests on your list, which would give you a chance to level up the sparkly new AK-FU a little bit. This standard automatic assault rifle is much more effective and fun than you might think, though it must compete for your attention with lunatic creations like Roman Candle and Hairspray Bomb.

Take some time to explore the Dragonslayer coaster after the battle; there are lots of collectibles and chests here to discover.

ACT 3

3-7: FLOATING GARBAGE

Harbor

1 Ignatius has come through on his promise to follow Bryllcream's schematic. Made to order: one junky fleet of ships. As in, this fleet is literally made of junk. The ships are only just barely seaworthy, and the flagship will require a steady influx of steaming trash containers for the crew to upkeep its condition. So, for much of this voyage, you won't actually be riding boats. Instead, you'll have to go scout dry land nearby for trash while defending the fleet from enemy assault.

Before you even get going, Wendy (now some sort of sea-wench; while she gave it an honest try, the role of bard simply wasn't agreeing with her) will direct you to perform a little initial patching up. Find glowing trash containers, heft them with Y, return to the boat, then toss them into the back with x. You'll need one trashcan deposited into the boat before it's ready to shove off. After that's sorted, the fleet will be off, though it will come under fire from OD almost immediately.

The flagship's seaworthiness is indicated by a gauge on the left-hand side of the screen. Pay careful attention to it and maintain the ship with trashcans tossed into its gaping service maw.

2 The initial southern voyage through the shipping channel is beset by OD Blowers and the like, but the ships chug along nicely. You can come and go from ship to shore as you like, but stay in the general vicinity of the fleet. The flagship itself makes a fine platform from which to fight, with a deck rail and a wire above that both ring the vessel, so you can continuously grind on the ship while shooting. Remember that when you're not attending the flagship, there's nothing stopping enemies from wailing on it uninterrupted. This makes Blowers a larger-than-normal threat in this section; the rest of the time, you can just sort of ignore Blowers if you keep moving and dodge their green shots. Here, the Blowers won't really care about you anyway; they'll busy themselves unloading on a big floating target they can't miss. The first big obstacle is an actual big obstacle: there's a drawbridge down, which will block the flagship's passage. Fortunately, a control box near the bridge can be destroyed, causing the bridge to lift. Be proactive about this, leaping ahead of the fleet to destroy the console well before the flagship is in danger of colliding with the bridge. On the way back from the trashed console, grab a trashcan to feed into the ship.

Drawbridges can be raised by busting up a control console nearby.

Once the console is broken, the way is opened for the junk fleet.

3 Further west down the channel, you'll encounter a drawbridge governed by two control consoles. This just requires that you critically damage both consoles in order to raise one bridge. Here, one console is on the north bank, and the other is on the south. You can cross between the consoles most directly by grinding across the very bridge you're trying to raise. In addition to Blowers and other grunt OD along the banks, you'll also begin to see pairs of Muggers on the banks here, so watch out.

The second bridge will require that two consoles be destroyed in order to pass.

You'll have to leave the fleet unattended briefly while you take care of the drawbridge problem.

After progressing a little through the drawbridge, yet another OD type will attack: the Winger, a flying, dragon-like creature that can incinerate grind lines with flames, briefly making whole swaths of grind space unusable. Wingers show up on the minimap as large dots, making it easier to find them quickly. Wingers have just started showing up now because of the length of time of advanced mutations from the start of this whole mess, so they're not quite in full bloom yet; the Wingers you run into during later events will also be able to launch little annoying blobs called Flobbers at you.

Meet Wingers, in some ways the game's most fearsome enemy (especially in Chaos Squad).

Hit Wingers hard with strong single-shot weapons like Captain Ahab and One-Handed Dragon. Either gun can kill a Winger in only a few shots, which is paramount to getting rid of these pests quickly.

Continue to prioritize flagship health above all.

4

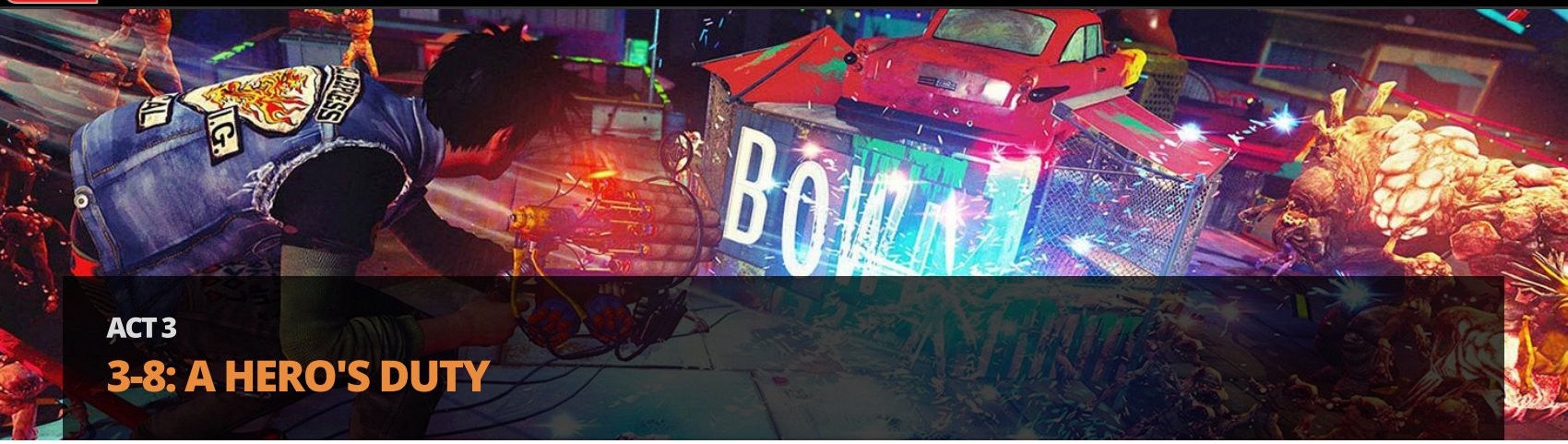
After chugging through the first double-console bridge, you'll have to double back; the direct way is blocked. Heading north through the channel and eventually around the central island, you'll fight Wingers and other foes along the way. Continue keeping the flagship up with trash cans as needed. Once you've hooked south around the center island, you'll come upon another drawbridge controlled by two consoles, again set on opposing banks. Bust them both to allow safe passage. Well, relatively safe; from here and for the rest of the voyage south towards a watery Fizzco automated checkpoint, you'll encounter very heavy opposition. Pairs of Wingers will bombard the flagship with flames from the air, while Herkers stand on the shore hurling rocks and mean looks. Continue to prioritize flagship health, and after that clear out the Wingers as soon as possible. It's too late now to fail in this Fargarthian escape fable.

The intensity of enemy attacks ramps up considerably after this pair of consoles, but the end is in sight.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$30000	10000	Costume item: Mopbeard
Replay Rewards	$15000	—	—

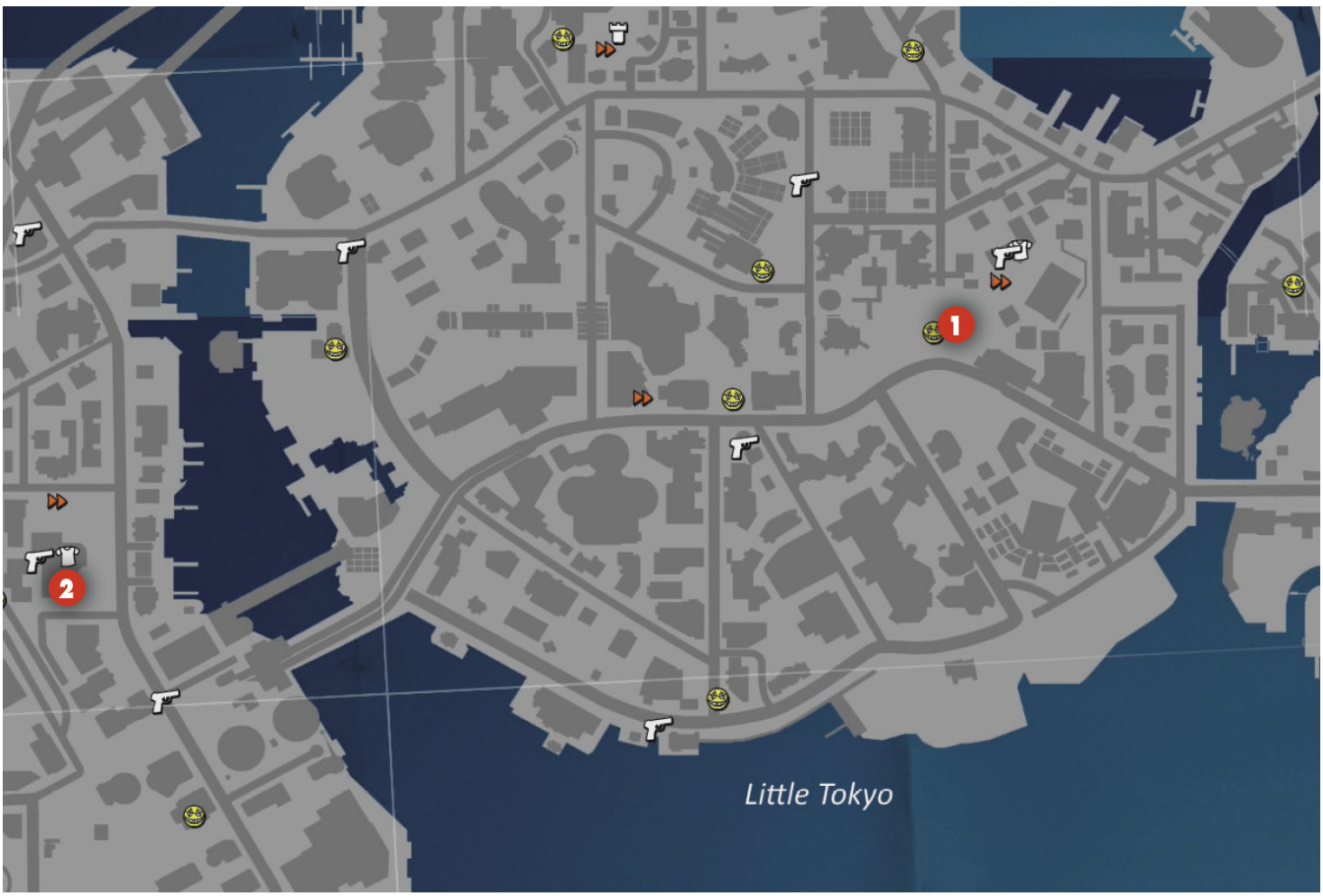
Completing “Floating Garbage” unlocks Weapon Challenge: Murderang. If it seems like unlocks after such a momentous Mission are sparse, perhaps it’s because you have much more pressing matters to attend to…



ACT 3

3-8: A HERO'S DUTY

Harbor, Little Tokyo, Old Factory District



1 This desperate Mission starts right after the last one ends. Troop Bushido and the Oxfords are both under heavy attack from Fizzco sterilization forces! You've built too much together to simply leave; you're going back. There is obvious bedlam occurring city-wide, and you'll get panicked phone calls from friends constantly, but you don't actually have to rush to their rescue immediately; you can detour to do Quests or Challenges if you want. One thing you should definitely do, if you haven't already, is stop by one of Two Hat Jack's locations in order to pick up Turret Copter and Taunt Bot, both of which can be lifesavers on this very Mission. When you're ready to help your friends fight Fizzco, head back to the museum in Little Tokyo first. Here, you'll find 4Kim and friends holding off a massive Fizzco Bot assault. Speak to 4Kim to kick off the next phase of the battle.

So close, yet so far, from escape.

Regroup with 4Kim near the Japanese Heritage Museum.

Bot after Bot airdrops in to contribute to the attack. During the initial wave, you'll have to repel eight Fizzco Rifle Bots to survive. These Rifle Bots are followed by eight Blade Bots. Finally, you'll have to fight off nine Fizzbots at once, a mix of Bomb and Rifle Bots all opening fire. This is why the Turret Copter and Taunt Bot were recommended; Taunt Bot will keep you from getting killed, and Turret Copter provides steady damage even when you're totally preoccupied with moving around and not getting killed. Amps like Change of Lightning and Stun Rounds remain as strong as ever against robots, if you can keep your Style up.

The fiercest deployment of Fizzco Bots you've yet seen drops into Little Tokyo attempting to crush Troop Bushido.

In the last wave, you'll have to deal with projectiles from both Rifle Bots and Bomb Bots at once, which makes any kind of consistent traversal a dice roll.

2 Troop Bushido may be saved, but the Oxfords over in Old Factory District still need rescuing. You'll have to journey from Little Tokyo over the water back to Sasquatch and Friends, through a city under general assault by Fizzco. There is no place that is free of conflict right now, as Bots drop in everywhere. When you arrive back at the pizzeria, you'll find a squad of Rifle Bots attacking the front door. Disable the Bots to let the Oxfords free; they'll take up positions in the lot and chip into the coming battle, Fargarth-style. They've set up Tesla Traps in the lot, which will be great against the Fizzco reckoning that's incoming. The first wave is a baker's dozen of Fizzco Blade Bots. They're followed by eight Rifle Bots, then four Bomb Bots who appear from roofs and alleys across the street to the east. But clearing all these Fizzco Bots won't be quite enough...

Fizzco isn't just trying to exterminate your friends; their forces are thick as London fog over the whole city, trying to wipe out all opposition.

After helping the Oxfords escape from Sasquatch and Friends, you'll run into another massive Fizzco regiment.

Like at the museum, you must ward off waves of Rifle and Blade Bots before a wave of Bomb Bots. But here, there is one wave further…

Advanced Warfare

This MOAB (mother of all Bots) drops in to assure Fizzco victory in this crucial battle. The Fizzco Tank Bot is the strongest and most heavily-armored enemy in Sunset City. It's heavily mobile, capable of using jump jets to quickly flit from one location to another. It's sturdy, incapable of being knocked down. And it's lethal, able to attack with a pulsing automatic laser that causes rails to sizzle and burn, and a tremendous fusillade of missiles launched all at once.

You were wondering if Fizzco forces had a hulking, Herker-like boss type? Fizzco forces have a hulking, Herker-like boss type.

When it comes to fighting Tank Bots, treat them the same as their underlings. Remember that, for all its power, this mechanical behemoth can be made all but useless by electric shock; the Tesla Traps in the parking lot (along with some Weapon and Epic Amp options you might equip) are ready at hand for just this purpose. Electric-anything works well, and some sort of supplemental damage or decoy (Acid Sprinkler, Turret Copter, Taunt Bot) is almost a must. Stay moving constantly and swap between traversal paths every few seconds, jumping from grind spots to bounce points and back again even if it seems a little unnecessary, in order to avoid its laser and missile barrages.

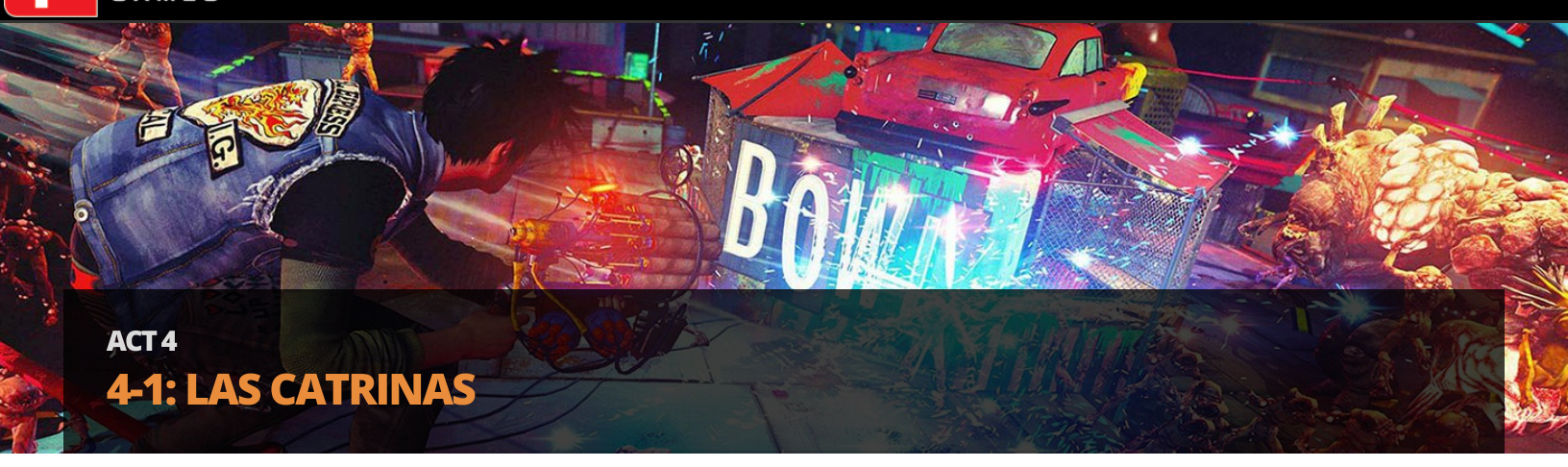
The Oxfords have placed Tesla Traps in the parking lot of the pizzeria, which can be invaluable against this heavily-armed and armored Tank Bot.

The Tank Bot's Vulcan laser briefly electrifies surfaces it hits, making them unsuitable as traversal options.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$30000	10000	—
Replay Rewards	$12000	—	—

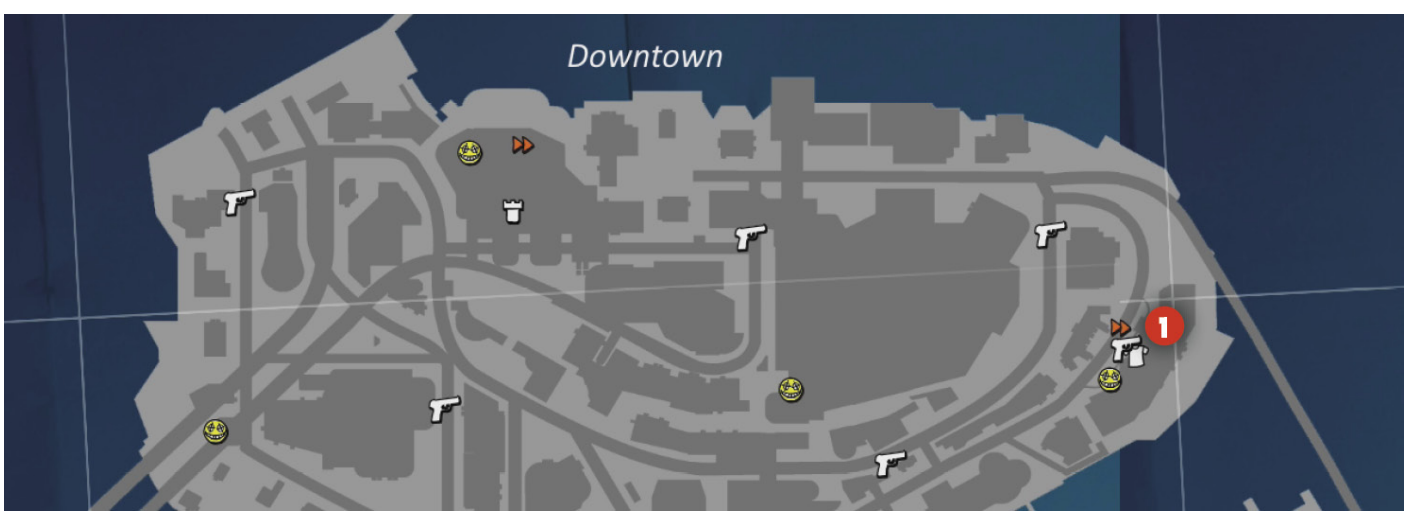
Finish "A Hero's Duty" and you'll complete Act 3. The first few Quests during Act 4 will open up: Hardcore!, The Most Epic Quest For EXP, and One Man is an Island. You'll also be able to access several new Challenges: Bomb Delivery #6 and #7, Buck National Episode 4 – Buck Stops Here, and Traversal Challenge #13.



ACT 4

4-1: LAS CATRINAS

Downtown



1 Although Fizzco's hard push has been resisted, the threat hasn't diminished. Fizzco's automated security can still drop Bots anywhere in the city, and the automated systems are still acting on an ultimatum to suppress any word (or survivors) leaving the city. A data drive Sam retrieved from the Tank Bot you destroyed reveals something big happening near its corporate HQ Downtown, but it doesn't reveal what it is exactly. The best lead he has is for you to ask some face-painted, cheerleader-outfit-wearing survivors whom Sam has spied on cameras moving around Fizzco HQ. So you finally might meet the women from those strange murals...

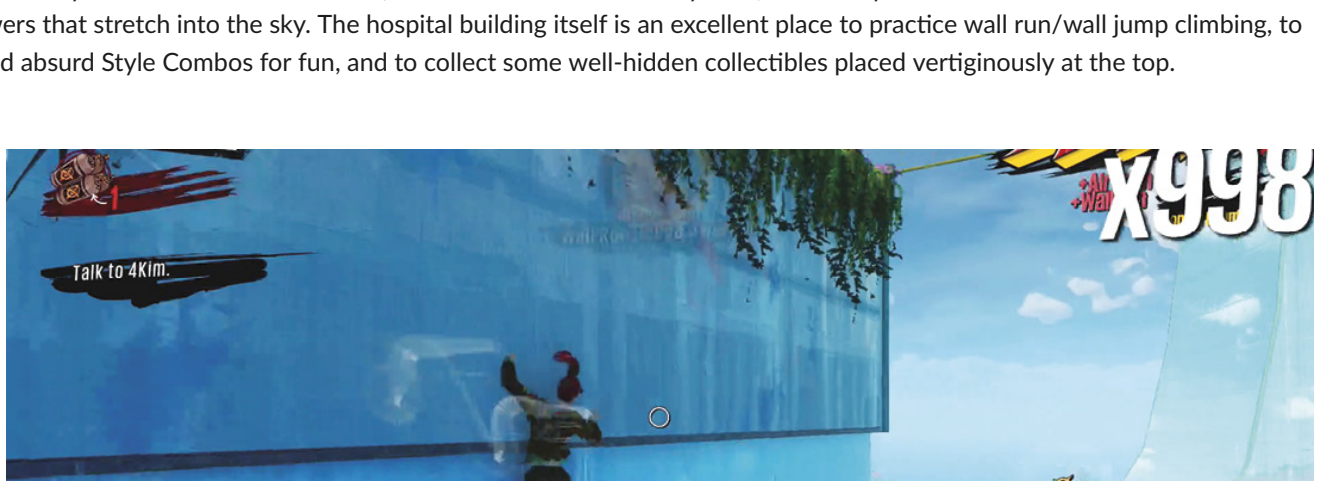
Look around the hospital at street level to trigger your introduction with Las Catrinas.

...which is not a very cordial introduction.

The hospital building on Downtown's southeast edge is the post-apocalyptic home of Las Catrinas. You've seen their signs around town, skeletal murals and graffiti and such; you've even seen brief glimpses of them in a few past events. But now you're going to meet these skeletons in the flesh. Despite their deathly appearance, Las Catrinas have dedicated themselves to saving the children of Sunset City. A noble cause, to be sure, but you're trying to stop Fizzco. Esperanza, leader of Las Catrinas, is only interested in food and supplies that benefit the kids, and won't be budged to help you against Fizzco. Yet Las Catrinas have no problem sustaining themselves even in Downtown, the heart of Fizzco power, and they've already scouted Fizzco HQ themselves. Clearly, these are the most competent survivors left in Sunset City, and you'll have to win these deathbringers over somehow.

Esperanza, leader of Las Catrinas, has a "take crap from no one" approach to life.

Now that you've arrived in Downtown, note the extreme verticality here, with many different tiers to most of the district and towers that stretch into the sky. The hospital building itself is an excellent place to practice wall run/wall jump climbing, to build absurd Style Combos for fun, and to collect some well-hidden collectibles placed vertiginously at the top.



The towering, flat buildings of Downtown offer ideal surfaces for gigantic Combos.

When you're ready to proceed, approach and ponder the huge mural inside Las Catrinas' safe haven.

After finally meeting Las Catrinas, "It's Personal" and "La Venganza" are newly-available Quests, while Challenge: Smash Scab Stuff and Points Challenge #5 are also now playable. Between these Quests and those unlocked after "A Hero's Duty," you have quite a bit of Overcharge you can earn here by performing these tasks, which will allow you to pick up any of Two Hat Jack's inventory that you're still missing. There will be more and more Fizzco Bots and larger groups of enemies, making electric-type weapons, decoys (Taunt Bot and Captain Ahab), and deployables more important than ever. If you have lots of Overcharge at this point and you're happy with your current arsenal, you might also consider holding onto your currency—the ultra-powerful Charge Beam goes on sale soon, and its Overcharge cost is a steep 100,000.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$5000	6000	Costume item: Day of the Dead Facial Body Art
Replay Rewards	—	—	—

ACT 4

4-2: AWESOMESMITHING

Downtown, Old Factory District

Running through ideas to impress Las Catrinas, your hero arrives quickly at an unimpeachable solution: acquire an awesome sword for the cheerleader assassins! 4Kim has a lead on where the coolest sword in town is, and it isn't somewhere you might expect, like the Japanese Heritage Museum; no, the best sword in town was owned by a Fizzco executive (who else) who lived in one of the upscale high-rises in Downtown.

What else would childcare-focused ladies of death want besides a cool sword?

When traversing Downtown, expect to see Fizzco Bots like you expected to see crowds of OD in Old Factory District.

2 One of the luxury towers on the north side is your destination. Approach the north building at ground level and you'll see what you're up against: a tower climb past lots of Fizzco security in order to check out the guy's penthouse garden. Use Taunt Bots liberally if you're having problems holding onto health while fighting the robots, and be ready to hold A and tap X repeatedly sometimes if robot attacks unexpectedly knock you off a high-altitude grind or vault point—there's no shame in mashing a little bit to recover your position, whereas it's certainly quite annoying to have to climb all the way up again. Use position to your advantage; there's nothing stopping you from grinding out of sight around a corner for a breather, letting the Fizzbots come to you on your terms. Use the minimap to help locate any robots you're having trouble finding, and clear them all out of the area to safely access the roof.

Travel to the exec's high-rise in upper Downtown and get ready for a climbing fight.

Now, fighting a dozen Fizzco Bots at once isn't a boss-style fight; it's just Tuesday.

The rooftop garden secured, you won't find what you seek.
But you find the beginning of something better.

The exec has flown the coop, taking his priceless sword of uncertain origin with him. He did, however, leave behind his super-titanium business trophies. A quick consult with Wendy the blacksmith reveals that these, plus a sufficiently hot forge, could be used to craft an epic sword right here in Sunset City. The nuclear power plant in Old Factory District might be just such a place…

3 Travel (or fast travel) to the power plant, which is all the way across town to the southwest. You'll discover an unwelcome but perhaps not unexpected presence there, though for once it's OD occupying a structure and not Scabs. Perhaps the OD are drawn to the abnormally high temperature? Turn the heat up a little more for them and clear them out so you can craft upon this thermonuclear forge in peace. The many minor OD aren't a problem by now, or you wouldn't have survived this long in the Awesomepocalypse, but the Spawner and trio of leaping, slashing Muggers might be a bit of a problem. Be opportunistic when fighting Muggers, waiting for them to miss an attack and leap to a new tracking spot so you have the most time to aim at them and fire.

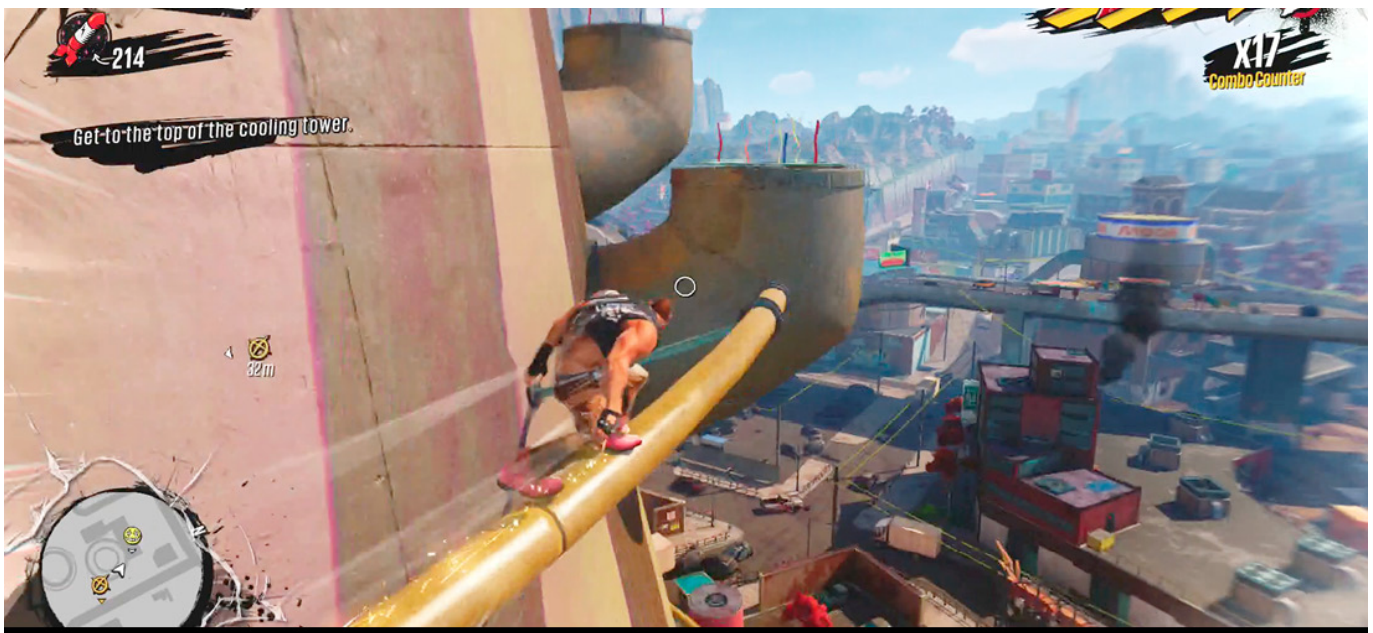
Clear the initial OD infestation before placing the trophies.

With the trophies placed, it's time to smash the temperature consoles.

Gunkers and a Herker won't make it any easier for you to find and smash the consoles.

When the Muggers and Spawner are gone, you're free to place the super-titanium trophies on the steam vent under one of the main stacks of the plant. With the trophies in place, it's time to break the plant's three temperature control consoles to get the heat high enough to melt them down. A Herker and additional OD, including Gunkers and Blowers, emerge from the ground, repopulating the area as you search for the temperature consoles. Bust the three consoles, and then clear out the OD. Now get on top of the stacks.

Smash all three ground-level temperature consoles before proceeding up the stacks.



With the trophies in place and the temp consoles busted, enjoy a thrilling grind ride spiraling up around both stacks.

At the top of the stacks, you'll find yet more harassment: two Wingers at once! You can grind the inner and outer rails of the stacks, but two Wingers can manage to foul up just about any grind lines. Deploy three Turret Copters then draw down on the Wingers with Captain Ahab for best results. Once the Wingers are dead, you're free to meet your destiny: dive bomb straight down the northern stack onto the makeshift forge!

Two last OD stand (or fly, rather) between you and greatness.

Tap Ⓑ at the ascent of your ridiculous nuclear bounce to build up max hammering power!

4 Freshly forged, the sword is too hot to be stable, and your melee swings will give off intense heat and flames. You'll need to douse it in a suitable body of nearby water to cool it off and set the forge. The water treatment plant just northeast from here will work just fine. This place is controlled by Scabs, so you'll have to carve and cauterize up the lot of them with your new flaming nuclear sword. Once the Scabs are all burnt up, splash the sword into the water treatment plant's pool and then head back to the hospital in Downtown to present this awesome offering: Excalamune.

Scabs aren't any more resistant to a nuclear sword than they are to bullets.

Once the sword is doused in water, it will emit both lightning bolts and flames. Heavy metal.

5 Back near the hospital, it's time to demonstrate the awe-inspiring power of this sword by taunting Fizzco forces and eviscerating dozens upon dozens of them. Going after tons of robots with melee attacks is usually very close to suicide-by-Bot, but in this case, it's Fizzco's forces that don't know what they're getting into. Excalamune combines fire and electric elements in one weapon, and regularly causes a calamity of flames and lightning strikes in the immediate vicinity. With Excalamune in hand, you'll slice through 99 Fizzco Bots like they were 99 motionless OD grunts. Once you've hacked up all the automatons, there's nothing left to do but return to Las Catrinas in the hospital and bask in their adulation.

That lightning storm? That's the sword doing that.

Normally, this approach to Tank Bots would be an extraordinarily bad idea.

Rewards

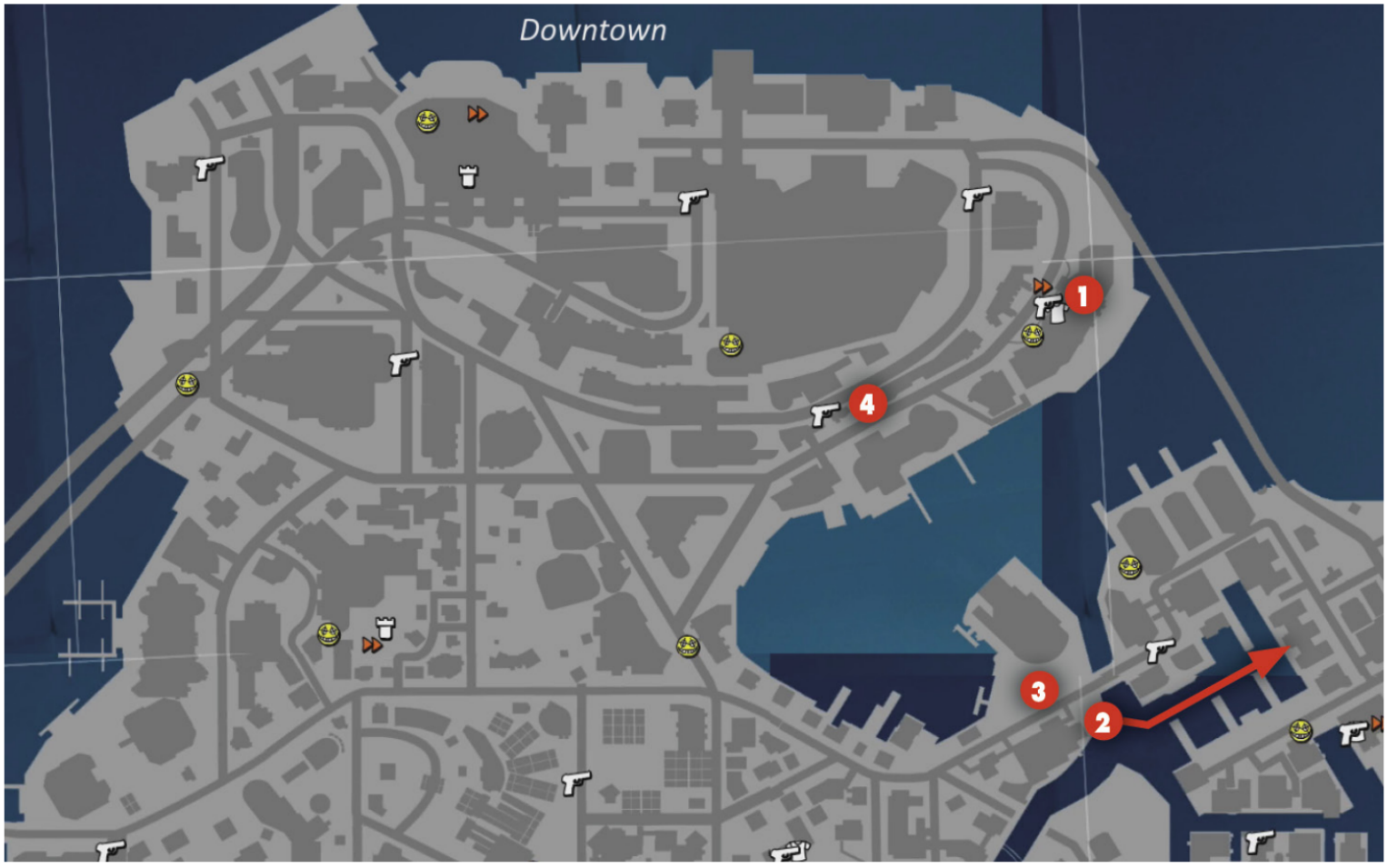
	Cash	Overcharge	Items/Unlocks
Rewards	$15000	8000	Excalamune
Replay Rewards	$19000	—	—

Two Hat Jack starts selling Charge Beam after this Mission for the low, low price of 100,000 Overcharge. It's an unwieldy weapon to use compared to many, but incredibly powerful, and if you can control the beam, it's worth the outlay. If you can keep the beam trained on a target, the Charge Beam has the highest damage-per-second of any gun. The Quest "Fizzco: The Secret Ingredient" becomes available (provided you did the Quests leading up to it), along with these Challenges: Glider Challenge #4, Points Challenge #6, Traversal Challenge #14, and Weapon Challenge: Excalamune. Finally, while you get to keep Excalamune, it's just cosmetic; Las Catrinas have disabled the blade's astonishing abilities since you've proven you can't be trusted with such power.

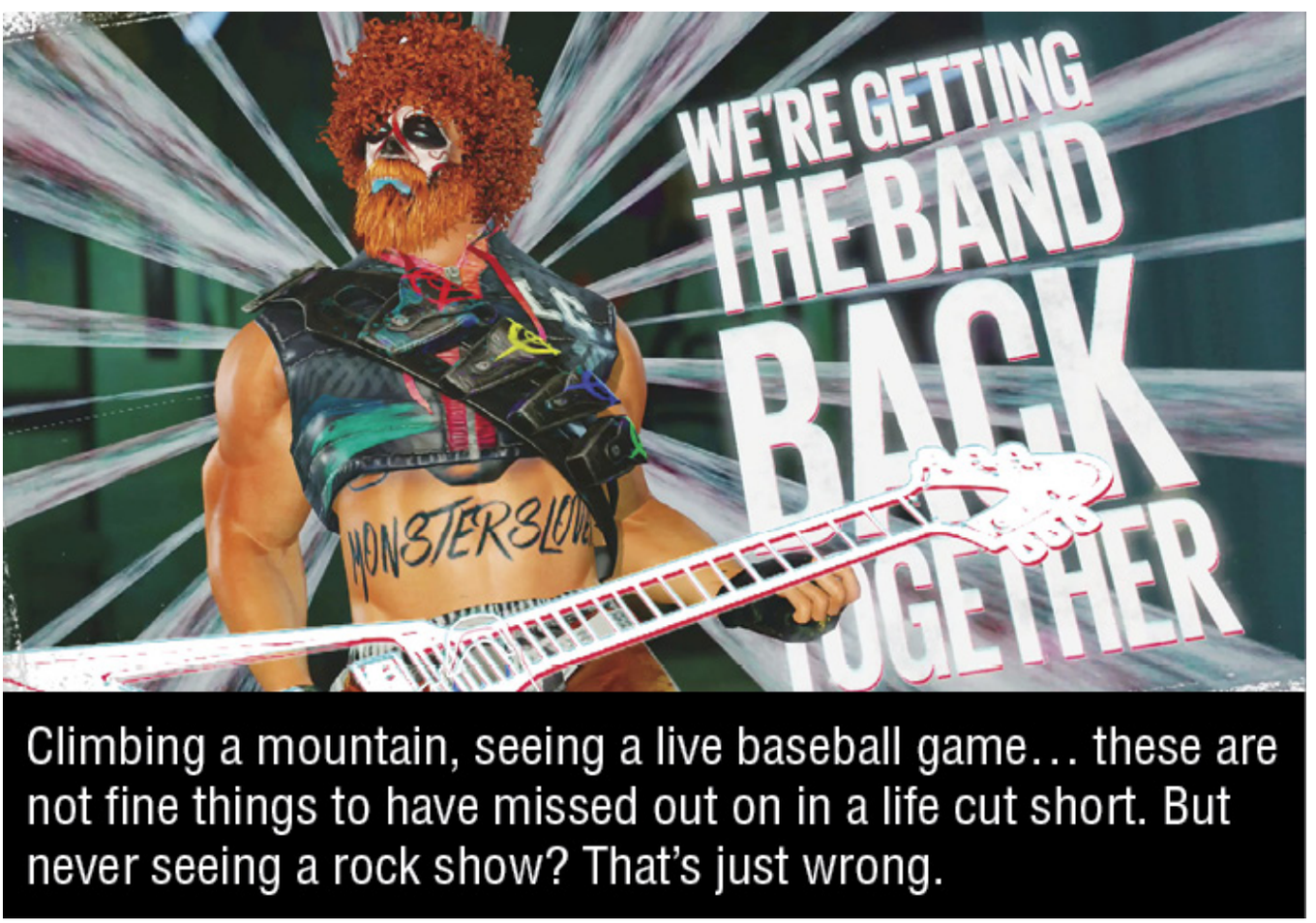
ACT 4

4-3: GETTING THE BAND BACK TOGETHER

Downtown, Little Tokyo, Harbor



1 Still after a way to impress Las Catrinas and uncover more Fizzco HQ secrets, your hero stumbles upon the perfect solution: put on a once-in-a-lifetime rock concert to raise the spirits of Las Catrinas' sick kids. It seems so obvious, now that the plan is laid out. All you need is a band. Luckily, a few of the post-apocalyptic survivors you've met also happen to be fledgling musicians. And there may yet be room for surprise guest appearances.



Climbing a mountain, seeing a live baseball game… these are not fine things to have missed out on in a life cut short. But never seeing a rock show? That's just wrong.

2 The first position to recruit is bassist. Wendy the Anachronizer, Fargarthian blacksmith gone bard gone pirate gone who knows, is an ideal candidate. She can be found in her boat just offshore where Little Tokyo and the Harbor meet. This is just south across the water from the hospital. Wendy is happy to help, but she'll need you to tow her boat east into Harbor's marina first. This must be done by latching harpoons two at a time to her boat, so it's slowly dragged toward the dock.

Wendy can't swim and needs a tow back into the marina.

Two harpoons must be affixed to her boat at once to reel it in.

OD will be attracted to your activity and swarm the piers in large numbers. You'll have to keep them off the harpoon lines or the OD can break them, halting Wendy's progress. Besides your normal array of street-level OD, you'll also have a Winger to contend with as Wendy approaches the dock. The Winger can launch Flobbers in addition to its grind-limiting flame spouts. Flobbers are snarling puffballs that home in on your hero in midair. Hold off the various OD types and continue latching harpoons to Wendy's boat to pull her in to the dock. Once you've towed her boat all the way, you will still have to clear the dock of OD before she'll disembark. With the boat pulled in and the dock clear, Wendy is ready to go rehearse for the big show. Now you need a drummer…

Wingers now also birth floating Flobbers to chase you directly.

Flobbers are weak, but you may not realize you've attracted a flock of them until they're right on top of you.

3 In addition to everything else she does, 4Kim also drums. She can be found outside very near to the spot where you first hollered at Wendy in her boat. 4Kim is also happy to play, but she needs a drum kit. There just so happens to be one across the street to the north, in a truck parked in that lot. Opening the truck to get the drums also alerts a horde of nearby OD, though.

4Kim is always game to help, but needs equipment.

There are drums just across the street, but also swarms of OD.

The taiko drums placed strategically around the complex here will be just the thing to take them out. At first, to trigger their resonance, you must bounce from the first taiko drum to another taiko drum without touching the ground, then dive bomb the taiko drum. You can bounce off cars and umbrellas and other bounce-able objects, but if you touch terra firma, the drums lose their chain. You must initially trigger a taiko drum dive bomb with two drums, then with all 10 together. Again, if bouncing between all 10 taiko drums without touching the ground sounds hard, remember that you can bounce between intermediary objects like cars too. There are basically sheer walls of OD here, but don't worry about them; focus on lighting up all the taiko drums before a dive bomb that smashes all the OD at once. With the OD cleared out and drums acquired, you've got your drummer secured. Now, how about a guitarist and vocalist?

Starting with the first taiko drum, bounce off another one without touching the ground first, then dive bomb a drum to set off a resonant, OD-popping vibration.

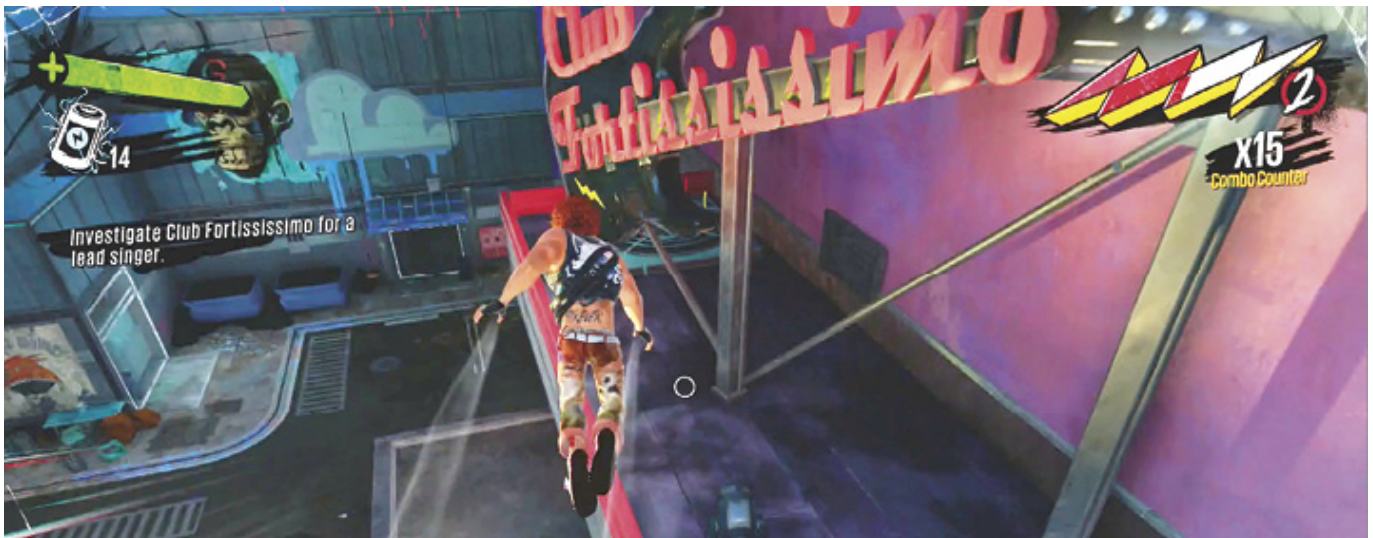
You must bounce between all of the taiko drums without touching the ground to get the full resonance.

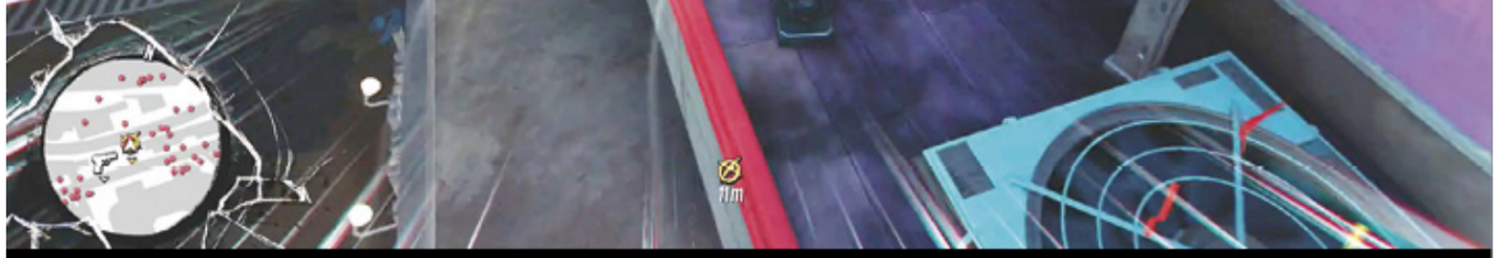
When the drums are all activated and you dive bomb one of them, you'll destroy all the OD at once and glom 4Kim's drumsticks to your cause.

With the OD clear, you'll find an interesting poster with a lead on a potential frontman.

4

Besides a drummer and a bassist, what else do you need? Oh, that's right, lead guitar and vocals. That might seem like a tall order to fill, but it could be that there's a rock God coincidentally taking shelter at a club Downtown. If they can't leave the city anyway, they might as well play a charity gig! Go proposition the musician and enjoy this Mission's big Cash and Overcharge bounty (not to mention a spiffy new minethrower).





Travel to Club Fortississimo on the lower deck of Downtown.

Impressing the kids will require credibility. Musicians lesser than prog legends need not apply.

Two new Challenges open after “Getting the Band Back Together”: Bomb Delivery #8 and Weapon Challenge: Charge Beam, as well as the “Theater Upgrade” quest. You’ll add yet another excellent deployable to your arsenal in the Pulse Mine, which will be useful immediately during the next Night Defense.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	$30000	10000	Weapon: Pulse Mine
Replay Rewards	$13000	—	—

ACT 4

4-4: CONCERTPOCALYPSE

Downtown

Floyd has set up a new fort in Downtown, located in the north at an abandoned theater. This is the most spacious of the forts in the four districts, but also the most wide-open. OD can approach from basically any angle, and the places you need to defend are fairly far apart. Still, your selection of weapons and Traps is broad and powerful, a far cry from the ragtag arsenal you deployed during "Amptastic!" Combos like AK-FU equipped with Burn, Baby, Hair Spray Bomb equipped with Twist of Fate, and Pulse Mine equipped with Rocket Man give you meaningful stopping power against even dozens of OD at once.

Talk to Floyd to initiate the Trap setup phase.

Enemies can enter this area from all points of the compass.

Instead of guarding Vats, you're guarding fuse boxes.

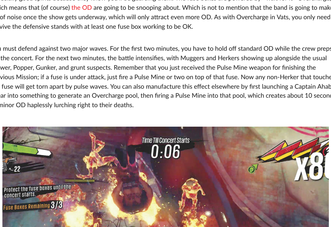
Your Trap potential is devious, too. You can simply rely on the wicked twists of fate produced by Pandora's Box Traps, which virtually always do something really nasty for the opposition. Whether a troop of gnomes or a rain of bowling balls or a hateful rage cloud, Pandora's Box rarely disappoints. You can set up two or four Tesla Traps in a grid, creating a glant area you can essentially electrocute on command. You can place Señor Freeze Traps by barricades, guaranteeing that most minor OD will be frozen in their advancing efforts. Or you can place Grind Cooker Trap after Grind Cooker Trap all connected, creating your own custom grind lines. There are obviously many more possibilities than this, but the point is that between your Traps and your guns, you can put something terrifying together to throw at the onrushing mutant mass. If you stay moving and you have a combat plan, you're most of the way to succeeding already.

Good Trap setup can make or break your Night Defense.

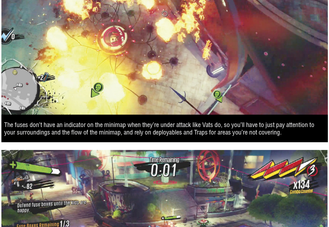
Your weaponry should be getting gnarly enough to make encountering thick groups of enemies a joy rather than a terror.

During this Night Defense, you won't be guarding Vats but rather fuse boxes. Three fuse boxes power the concert, which all good factions of Sunset City—the Oxfords, Troop Bushido, the Fargarthians, and Las Catrinas—attend in good spirits. They're in especially good spirits because they know you'll be guarding them! The fuse boxes are powered by—wait for it—Overcharge, which means that (of course) the OD are going to be snooping about. Which is not to mention that the band is going to make a lot of noise once the show gets underway, which will only attract even more OD. As with Overcharge in Vats, you only need to survive the defensive stands with at least one fuse box working to be OK.

You must defend against two major waves. For the first two minutes, you have to hold off standard OD while the crew preps for the concert. For the next two minutes, the battle intensifies, with Muggers and Herkers showing up alongside the usual Blower, Popper, Gunker, and grunt suspects. Remember that you just received the Pulse Mine weapon for finishing the previous Mission; if a fuse is under attack, just fire a Pulse Mine or two on top of that fuse. Now any non-Herker that touches the fuse will get torn apart by pulse waves. You can also manufacture this effect elsewhere by first launching a Captain Ahab spear into something to generate an Overcharge pool, then firing a Pulse Mine into that pool, which creates about 10 seconds of minor OD haplessly lurching right to their deaths.



The fuses don't have an indicator on the minimap when they're under attack like Vats do, so you'll have to just pay attention to your surroundings and the flow of the minimap, and rely on deployables and Traps for areas you're not covering.



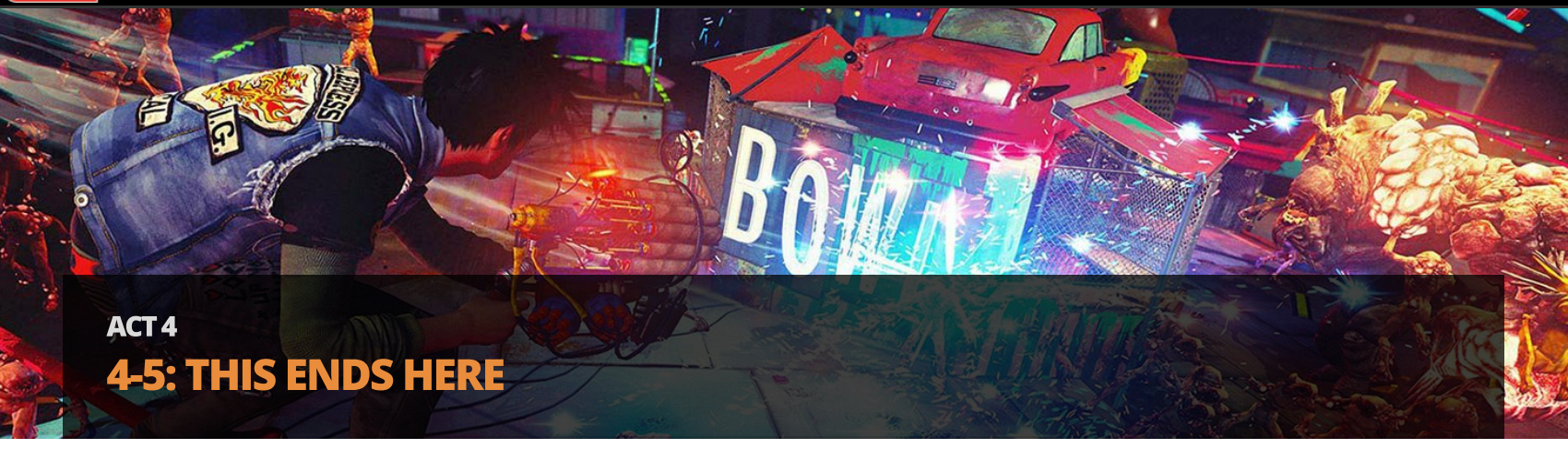
The second wave, which features Herkers and Muggers, is considerably tougher than the initial one.

It's for the kids: Esperanza promises to help you get into Fizzco HQ.

Completing this Mission opens access to the four-part Quest series "Taking Back The Streets," which sees action in every district. Although this wasn't a Vat defense, you'll still earn new Amps from Floyd, along with unlocking access to the Theater Night Defense Challenge.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	--	--	Amps: Grind the Lightning, Un-Defibrillator, Fear the Reaper
Replay Rewards	$6000	--	--



ACT 4

4-5: THIS ENDS HERE

Downtown, Little Tokyo, Old Factory District

First things first, gear up for a straight-up robot throw-down. No Scabs, no mutants. Install Chance of Lightning or Grind the Lightning as your Epic Amp, group Murderang, Shocker, Fizzbot Rifle, and Charge Beam together on your weapon wheel, fill the rest of it with deployables, and get ready to dodge plasma. Meet up with Sam at the ruined overpass in the middle of Downtown to get started. Sam's been hacking his heart out this entire mutant invasion, and he knows something big is brewing at Fizzco HQ. He needs to hack from on-site to find out what, though. But thankfully Esperanza and Las Catrinas have finally agreed to help, providing Sam a path to get into Fizzco HQ and get the crucial information. The gang's all here—everyone is invested in taking the city back from the corporate machines, and the machines aren't leaving the surviving humans much choice anyway. After kicking off here, everyone heads east to the Fizzco campus for the battle royal the whole city has anticipated.

When you're ready, meet Sam on the overpass.

Sam's determined to crack the secrets of Fizzco HQ.

2 On the campus grounds, your job is to distract Fizzco's main forces by engaging wave after wave above ground. This occurs while Sam and Esperanza crawl through the sewers beneath, getting Sam where he needs to be to plug into Fizzco's secrets. Everything you know about Sunset Overdrive combat should be on display here, and you'll need to range over the campus space and check the minimap for red dots to dismantle every Fizzco Bot. As the battle progresses, you'll be joined by other factions, with guest appearances by heroes like Bryllcream and King Ignatius. Continue battling Fizzco forces, Rifle and Blade and Bomb Bots, while receiving updates from Sam and Esperanza. If things weren't serious enough, the fierce fighting on the campus grounds is capped off by the arrival of two Tank Bots simultaneously!

The campus is the same area used in Weapon Challenge: Charge Beam.

Bryllcream finally shows in battle why he is Troop Master.

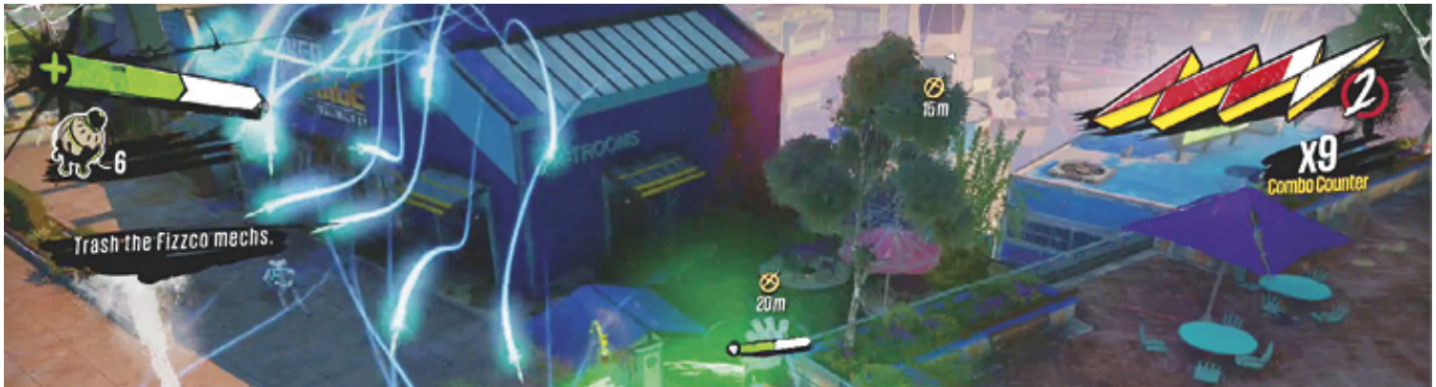
As ever, lightning and electric effects will help you much more than other stuff will against Fizzco's automated agents.

This might not actually be the first time you've seen two Tank Bots together, if you've spent a lot of time wandering around Downtown. It's possible to run into two Tank Bots, or a Tank Bot and a Herker or Spawner, and so on, at the same time during odd patrols. Here, of course, the stakes are higher than a random patrol. Two Tank Bots can create a brutal crossfire with auto-lasers or rockets if they both focus attention on you. You can tip scales in your favor by deploying Taunt Bots and Turret Copters to distract the Bots and supplement your damage output. Place a couple of each, then switch to a direct damage weapon. Since Tank Bots are such big targets, you can consider doing things like firing Pulse or Proximity Mines directly at them.

Once both Fizzco Tank Bots are demolished, the campus will be more or less secured. There will be straggler Bots fighting for Fizzco, sure, but your allies have a good hold on the terrain. Meanwhile, it's time for you to push forward to continue the search for HQ info. On the northeast side of the campus, allies have set up a harpoon launcher for you to quickly access a new path.

Fizzco Tank Bot auto-lasers can snipe you out of mid-air or ruin rails with crackling electricity.

Sort of like with Muggers, catch a Tank Bot right when it moves to a particular spot with something like a Pulse Mine for maximum effect.



The Tank Bot's rocket rain can be devastating. Watch out for its cluster of red impact reticles. While you're preoccupied fighting one Tank Bot, the other one will often be charging up a rocket barrage.

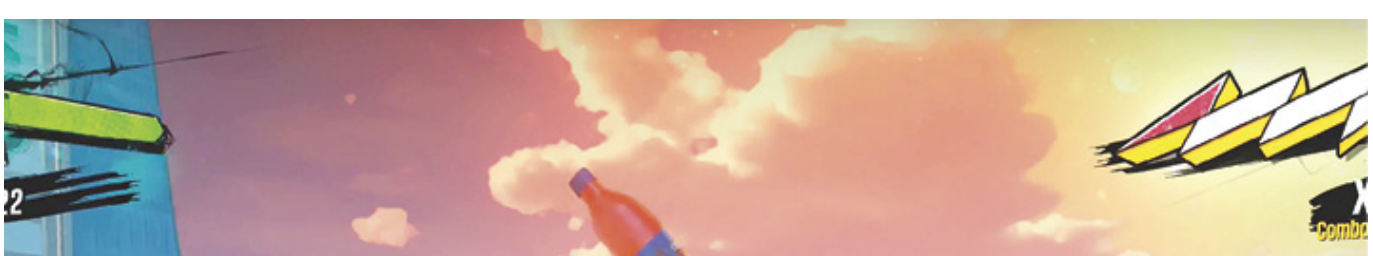
Nothing chews through Tank Bots faster than the Charge Beam. The only problem is getting them to sit still (and refrain from smacking you) long enough to get a full laser burst off.

3

Sam, he of occasionally insane-sounding ideas, has suggested that the large, seemingly-promotional enormous bottle of Overcharge that happens to be pointed directly at Fizzco HQ is in fact an actual giant bottle of Overcharge, so it may provide a fast track into the building! Well, or so Sam suggests. Maybe. It's just an idea. A harpoon on the northeast side of campus starts you on a rooftop path to the gigantic Overcharge bottle. You will run into Fizzco Bots along the way, as they'll be constantly arriving in a last-ditch attempt to stop you, but you can simply speed past them toward giant bottle destiny.

Your friends seem to think this bottle might be useful. Occasionally, it seems like you need new friends.

Watch out for Bots dropping in your way on the rooftops.



The harpoon allows quick access to roofs and wires that lead to the big bottle.

The spurting Overcharge geysers serve as bounce pads.

4 The giant Overcharge bottle here can be shaken until it goes carbon-critical, with results you'll have to see for yourself. Finally, Fizzco's secret dawns on Sam and friends...

When you're ready to instigate the final showdown, whack the giant Overcharge bottle with melee attacks.

Hostile Takeover

THE BUILDING.

Fizzco headquarters *itself* is the Fizzco superweapon! This enormous structure can fly, in

5

short bursts, and it will take advantage by escaping your hero and assorted allies. It heads south and hovers in the bay there. From here, "the Building" will start attacking you with orbital lasers and hurled vehicles. Fizzco continues to deploy Bots all over the city, too. It's not recommended that you waste much (if any) time on the lesser Bots during this battle, but be aware that they're there as you dodge through the streets and buildings of Downtown pursuing the Building.

The Building can blast you with lasers from anywhere. Keep moving, especially if the lasers converge on your location.

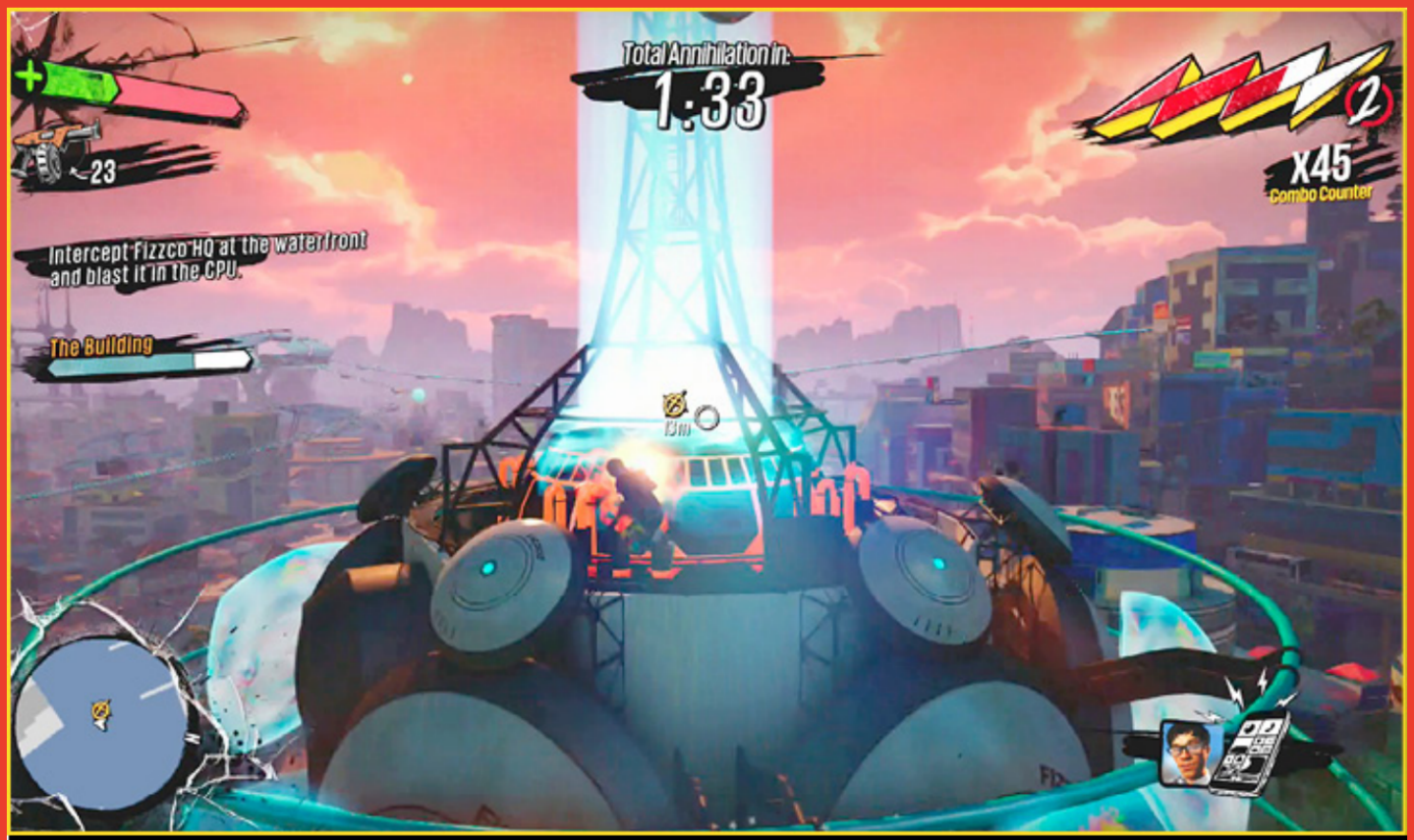
With its enormous robotic tentacles, the Building can also hurl enormous projectiles at you.

You'll have lots of ground to cover to catch up with Fizzco HQ, so it's not advisable to spend much time on lesser Bots on the way.

In order to damage the Fizzco HQ, you'll have to climb to the very top of it and fire into its exposed, upward-pointing power core. Climbing the building is sort of like a combination of climbing the radio tower (from "It's Me! Fizzie!") and the nuclear power stacks (from "Awesomesmithing"), if either of those structures also had enormous moving arms. You'll alternate sections of grinding on the winding tentacles or bouncing upward on the hover drones that function like steps. While grinding, watch out for blue sparks that travel along the grind path; jump over these before they potentially knock you all the way off, back to the ground.

You'll have to approach the Building from ground level, looking for a place to start climbing. In the bay, it's at the lowest tentacle.

Jump over blue sparks while grinding on tentacles.



The core is your ultimate target.

Note that the bounce pads can be vaulted as well; useful if you're falling while holding Ⓐ, hoping to get lucky.

Damage the core, then chase down the Building wherever it travels.

When you make it to the top, don't celebrate yet. Jump to the top halo rail, equip a powerful weapon, and unload directly into the source of the light pouring vertically out of the Building. When you've depleted about a third of the Building's durability, a power surge will hurl your hero off, and Fizzco HQ will flee to a new staging ground.

When you arrive at the triple halo rails, you're at the top.

6

When the Building moves after having its core damaged, it settles near the Japanese Heritage Museum in Little Tokyo. From a nearby rooftop, you can access low-flying hover drones to start bouncing up the side of Fizzco HQ. Fizzco HQ doesn't land in the same configuration each time, so your spiraling path climbing up the Building isn't identical each phase. The blue sparks come faster and more frequently as the battle goes on, and you'll have to make more jumps from wiggling tentacle arms to hover drones and back again. As before, once you arrive at the triple halo, quickly swap to the top rail and unload on the power core once more.

In Little Tokyo, gain purchase onto the Building by bouncing up the side on hover drones.

As before, navigate the twisting path up the side of Fizzco HQ; if you fall, you can usually manage to bounce or vault off a hover drone or nail a tentacle grind spot before you plummet all the way down.

The Building can't take much more of this.

7

Fizzco HQ relocates one more time, hoping to shake you off like a flea, but it won't work. Track the building down again to the west, in Old Factory District, right above Sasquatch and Friends. The way to get started up the side this time is from one of the blue elevated train rails—from those rails, there's a hover pad you can jump and super bounce off of to start ascending the tower. Again navigate the robe of tentacles and drones the Building wears, arriving at the top ready to liberate the city with one more solid salvo.

Check the raised rail for a way up.

One last blast will finish the Building, and Fizzco, off for good. In case you're wondering what happens if you jump into the power core: you die.

Rewards

	Cash	Overcharge	Items/Unlocks
Rewards	—	20000	Costume items: Endgame Top, Endgame Medals
Replay Rewards	$35000	—	—

Having beaten the game, you'll unlock a 50 Gamerscore Achievement, as well as unique costume items and a ton of Overcharge. (You can unlock another Achievement by replaying the final Mission and finishing it under the par time.) You'll still be able to navigate your open world after finishing the game. This gives you a chance to enjoy *Sunset Overdrive* as a game through and through: clean up any Quests you left outstanding, replay Missions and Quests to get replay rewards and to make your mark on the Leaderboards for score and completion time, and hone your Challenge scores. There's also Chaos Squad, where you can take on some truly hard Night Defense standoffs with seven other people at once; lots of rewards can only be found by playing Chaos Squad, including one of the best guns and some of the best Amps.

Challenges

OVERVIEW

Challenges are instanced tasks that test a particular ability, weapon, or skill. Getting any kind of medal in a Challenge leads to material rewards, with the best rewards coming from getting Gold. Challenges are unlocked through main story progress. Snagging Gold medals on Challenges as they become available to you goes a long way toward getting you enough Overcharge to buy new guns from Two Hat Jack whenever he has them. Lots of costume items are also reserved as Gold prizes. Finally, if you get better medals (Silver or Gold) before getting lesser medals, you'll get the lesser prizes too. Also note that getting Gold for a previously completed Challenge will result in a cash reward only.

Challenges

BOMB DELIVERY

In Bomb Delivery Challenges, you must rush to four different points and deliver bombs to them as quickly as possible. (In Bomb Delivery #7, there are five points.) Time is ticking away from the outset. For each bomb delivered, you'll earn a little bit more time, between 9 and 15 seconds.

The key to Bomb Delivery Challenges is to move fast and cleanly. Any time you initiate a grind, boost twice for max speed. Avoid falling into awnings and umbrellas when you actually want to just fall to a bomb delivery point; accidentally getting a bounce when you don't want one more or less guarantees that you won't take home the Gold.

BOMB DELIVERY #1

Old Factory District — **Prerequisites: Complete "Amptastic!"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	40	$200	—	—
Silver Rewards	2500	$800	—	—
Gold Rewards	3500	$2000	1000	Street Rings

BOMB DELIVERY #2

Old Factory District — **Prerequisites: Complete "Max's Parents"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	40	$300	—	—
Silver Rewards	2000	$1000	—	—
Gold Rewards	3000	$3000	1000	Gas Mask

BOMB DELIVERY #3

Little Tokyo — **Prerequisites: Complete "Max's Parents"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	40	$400	—	—
Silver Rewards	800	$1500	—	—
Gold Rewards	1400	$4000	2000	Skateboard Shoes, No Laces

BOMB DELIVERY #4

Little Tokyo — **Prerequisites: Complete "Big Trouble in Little Tokyo"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	40	$300	—	—
Silver Rewards	3500	$1000	—	—
Gold Rewards	4000	$3000	2000	Sleeveless Hoodie

BOMB DELIVERY #5

Harbor — **Prerequisites: Complete "The Fall of Emperor Norton"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	40	$500	—	—
Silver Rewards	1000	$2000	—	—
Gold Rewards	1500	$5000	3000	Ripped Jeans

BOMB DELIVERY #6

Harbor — **Prerequisites: Complete "A Hero's Duty"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	40	$500	—	—
Silver Rewards	1400	$1400	—	—
Gold Rewards	1600	$5000	3000	Leather Fingerless Gloves

BOMB DELIVERY #7

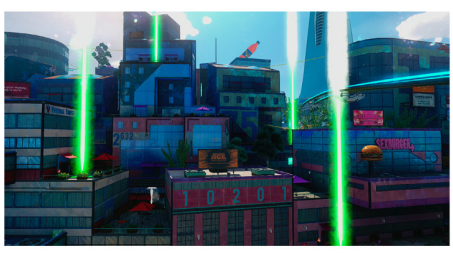
Downtown — **Prerequisites: Complete "A Hero's Duty"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	50	$550	—	—
Silver Rewards	1500	$2000	—	—
Gold Rewards	2000	$5500	4000	Balaclava

BOMB DELIVERY #8

Downtown — **Prerequisites: Complete "Getting the Band Back Together"**



Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	40	$550	—	—
Silver Rewards	2000	$2000	—	—
Gold Rewards	2500	$5500	4000	Angry Mob Shirt

Challenges

CHALLENGE: SMASH STUFF

In “Smash” Challenges, you must simply break everything in the time allotted. If you succeed, you’ll get Gold.

CHALLENGE: SMASH CRATES

Old Factory District — **Prerequisites: Complete “Boo-Boo Roverdrive”**

Aim for explosive barrels instead of crates.

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	1500	$200	—	—
Silver Rewards	4500	$800	—	—
Gold Rewards	5500	$2000	1000	Basketball Shoes

CHALLENGE: SMASH FIZZCO STUFF #1

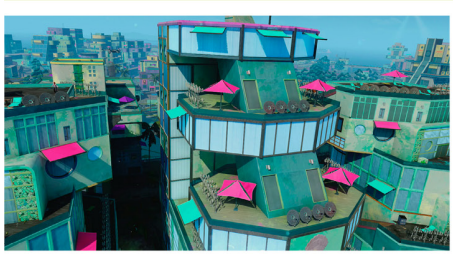
Old Factory District — **Prerequisites: Complete “Amptastic!”**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	500	$200	—	—
Silver Rewards	700	$800	—	—
Gold Rewards	1350	$2000	1000	Football Pads

CHALLENGE: SMASH FIZZCO STUFF #2

Harbor — **Prerequisites: Complete “The King’s Feast”**

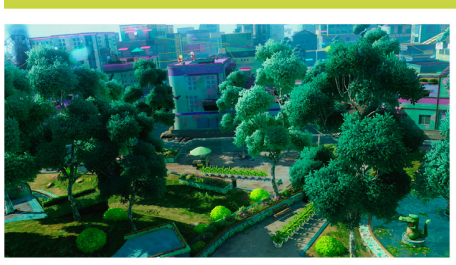


Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	600	$650	—	—
Silver Rewards	1500	$2500	—	—
Gold Rewards	2200	$6500	3000	Sports Jersey

CHALLENGE: SMASH PLANTS

Harbor — **Prerequisites: Complete “The Siege of Wondertown Land”**

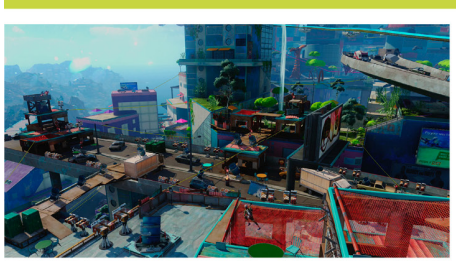


Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	500	$400	—	—
Silver Rewards	750	$1500	—	—
Gold Rewards	1100	$4000	3000	Football Facepaint

CHALLENGE: SMASH SCAB STUFF

Downtown — **Prerequisites: Complete “Las Catrinas”**

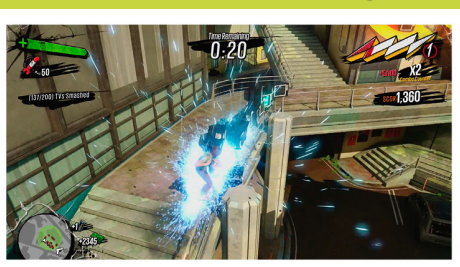


Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	250	$550	—	—
Silver Rewards	450	$2000	—	—
Gold Rewards	600	$5500	4000	—

CHALLENGE: SMASH TVS

Little Tokyo — **Prerequisites: Complete “Big Trouble in Little Tokyo”**



Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	500	$300	—	—
Silver Rewards	1000	$1000	—	—
Gold Rewards	2000	$3000	2000	Hockey Mask

Challenges

BUCK NATIONAL VS. THE APOCALYPSE

Buck holds events where there's nothing to defend—the goal is just to get the highest-scoring rampage. To get a high score, you'll have to cycle through Buck's requests as quickly as possible for objective bonuses while stacking up kills, killstreaks, multikills, and Style Combos. That more or less sums up all of Buck's Challenges. The differences are in the location, the types of OD that show up, and Buck's requests.

EPISODE 1 – BUCK NATIONAL VS. THE APOCALYPSE

Old Factory District — **Prerequisites: Complete "Max's Parents"**

Buck's Round Order
• Bounce
• Grind
• Blower
• Pain Train

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	50000	$300	—	—
Silver Rewards	150000	$1000	—	—
Gold Rewards	250000	$3000	1000	Bucky Pants

EPISODE 2 – BUCK STRIKES BACK

Little Tokyo — **Prerequisites: Complete "Episode 1 - Buck National vs. The Apocalypse"**

Buck's Round Order
• Grind
• Melee
• Undergrind
• Bounce
• Blower
• Electric Barrel

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	50000	$400	—	—
Silver Rewards	150000	$1500	—	—
Gold Rewards	250000	$4000	2000	Bucky Shoes

EPISODE 3 – BUCK'S REVENGE

Harbor — **Prerequisites: Complete "The Fall of Emperor Norton"**

Buck's Round Order
• Melee
• Grind
• Spawner
• Bounce
• Undergrind
• Mugger
• Pyro Geyser

The key to getting the Achievement for beating the tester score is to cycle objectives here as fast as possible; the bottleneck there is definitely the Mugger round.

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	50000	$500	—	—
Silver Rewards	150000	$2000	—	—
Gold Rewards	250000	$5000	3000	Bucky Jacket

EPISODE 4 – BUCK STOPS HERE

Downtown — **Prerequisites: Complete "A Hero's Duty"**

Buck's Round Order
• Melee
• Grind
• Bounce
• Winger
• Herker
• Catapult

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	50000	$1000	—	—
Silver Rewards	150000	$4000	—	—
Gold Rewards	250000	$10000	4000	Bucky Bandana

Challenges

GLIDER CHALLENGE

Glider Challenges involve either deftly flying through a series of rings, or competing in a score attack attempt against a sky full of mines.

GLIDER CHALLENGE #1

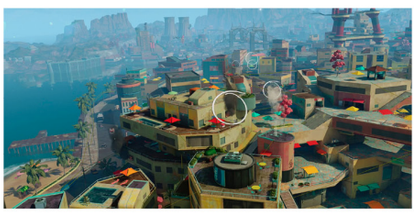
Old Factory District — **Prerequisites: Complete "Up In The Air"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	6000	$200	—	—
Silver Rewards	7000	$800	—	—
Gold Rewards	8500	$2000	1000	Walter Jacket

GLIDER CHALLENGE #2

Little Tokyo — **Prerequisites: Complete "Find 4Kim"**



Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	—	$300	—	—
Silver Rewards	800	$1000	—	—
Gold Rewards	1100	$3000	2000	Floyd Shoes

GLIDER CHALLENGE #3

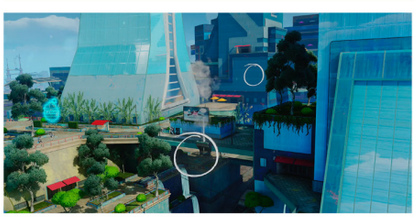
Harbor — **Prerequisites: Complete "Bad Medicine"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	6000	$400	—	—
Silver Rewards	7000	$1500	—	—
Gold Rewards	8500	$4000	3000	T Shirt Gauntlet

GLIDER CHALLENGE #4

Downtown — **Prerequisites: Complete "Awesomesmithing"**



Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	—	$500	—	—
Silver Rewards	1500	$2000	—	—
Gold Rewards	2500	$5000	4000	Cowboy Hat

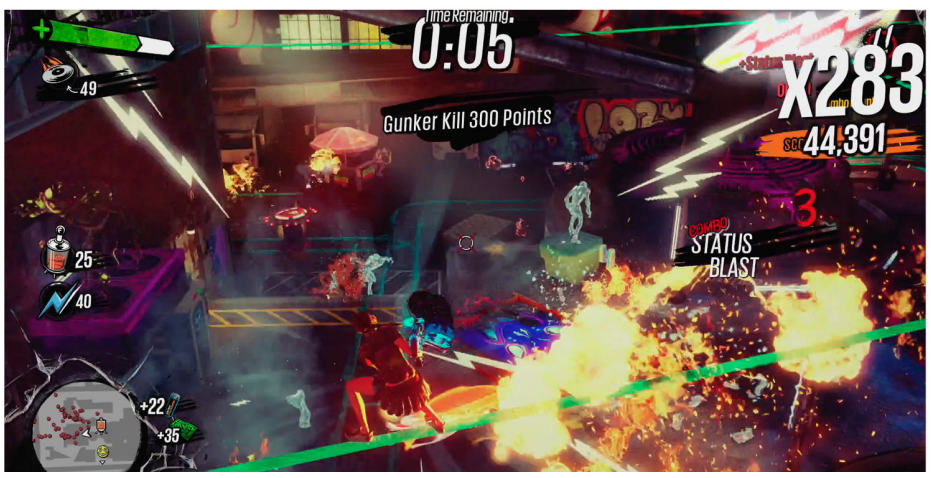
Challenges

NIGHT DEFENSE

Night Defense is one of the pillars of the game. During Night Defense, you must defend your Vats while they cook, preventing the OD from taking all the Overcharge before time runs out. You get much (if not most) of your score from Overcharge left over than from kills and streaks.

OLD FACTORY NIGHT DEFENSE

Old Factory District — **Prerequisites: Complete "Midnight Brew"**



Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	50000	$250	—	—
Silver Rewards	100000	$1000	—	—
Gold Rewards	150000	$2500	1000	Scab Spiked Bat

LITTLE TOKYO NIGHT DEFENSE

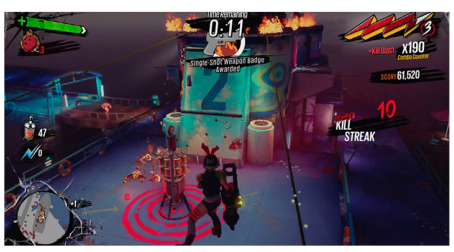
Little Tokyo — **Prerequisites: Complete "Hepcat's Late-Night Special"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	100000	$400	—	—
Silver Rewards	175000	$1500	—	—
Gold Rewards	250000	$4000	2000	Scab Pipe

HARBOR NIGHT DEFENSE

Harbor — **Prerequisites: Complete "Ferry to Nowhere"**

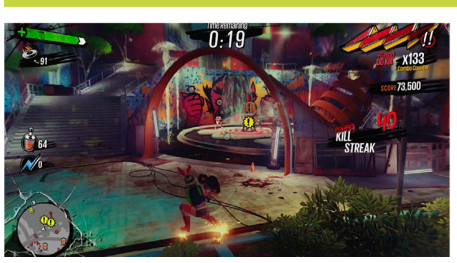


Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	100000	$650	—	—
Silver Rewards	175000	$2500	—	—
Gold Rewards	250000	$6500	3000	Scab Sledgehammer

DOWNTOWN NIGHT DEFENSE

Downtown — **Prerequisites: Complete "A Hero's Duty"**



Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	150000	$1000	—	—
Silver Rewards	200000	$4000	—	—
Gold Rewards	300000	$10000	4000	Scab Hockey Stick

Challenges

POINTS CHALLENGE

During Points Challenges, you'll have to collect all the floating integers you see. All of the points are arranged so that certain traversal moves gather them efficiently, and getting Gold involves getting all the points.

POINTS CHALLENGE #1

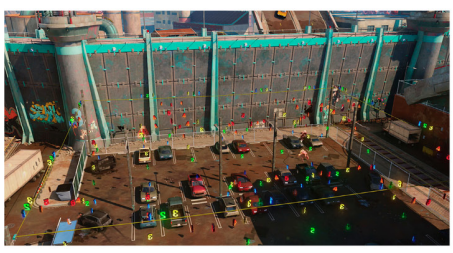
Old Factory District — **Prerequisites: Complete "Amptastic!"**

Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	300	$250	—	—
Silver Rewards	400	$1000	—	—
Gold Rewards	515	$2500	1000	Safari Crocs

POINTS CHALLENGE #2

Old Factory District — **Prerequisites: Complete "Bora Bora Water"**

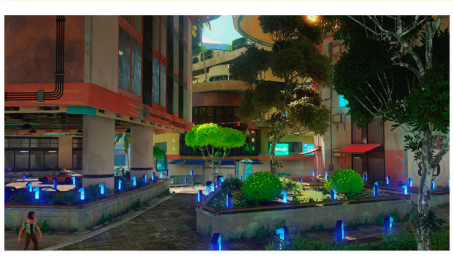


Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	350	$250	—	—
Silver Rewards	450	$1000	—	—
Gold Rewards	611	$2500	1000	Safari Shorts

POINTS CHALLENGE #3

Little Tokyo — **Prerequisites: Complete "It's Me! Fizzie!"**



Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	200	$400	—	—
Silver Rewards	280	$1500	—	—
Gold Rewards	315	$4000	2000	Safari Bandolier

POINTS CHALLENGE #4

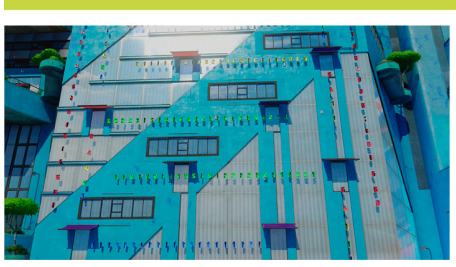
Harbor — **Prerequisites: Complete "Ferry to Nowhere"**

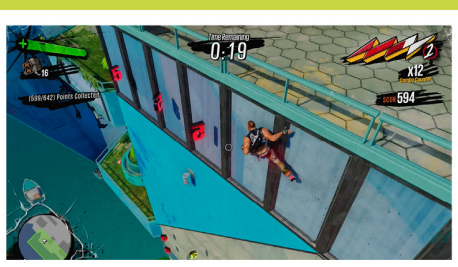
Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	300	$400	—	—
Silver Rewards	500	$1500	—	—
Gold Rewards	540	$4000	3000	Safari Hat

POINTS CHALLENGE #5

Downtown — **Prerequisites: Complete "Las Catrinas"**



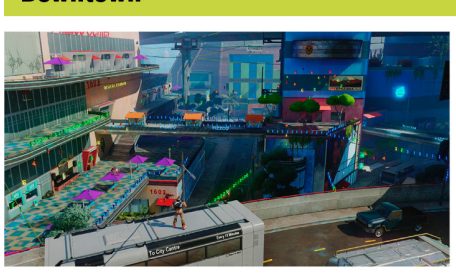


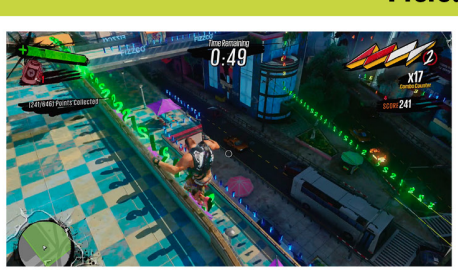
Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	400	$1000	—	—
Silver Rewards	550	$4000	—	—
Gold Rewards	642	$10000	4000	Safari Shirt

POINTS CHALLENGE #6

Downtown — **Prerequisites: Complete "Awesomesmithing"**





Rewards

	Point Threshold	Cash	Overcharge	Items/ Unlocks
Bronze Rewards	350	$500	—	—
Silver Rewards	475	$2000	—	—
Gold Rewards	646	$5000	4000	Lennon Glasses

Challenges

TRAVERSAL CHALLENGE

Traversal Challenges require that you grind, bounce, and vault properly through a series of rings before time runs out. The faster you make the run, the more likely you get Gold. In general, wasted movement leads to a unsuccessful run; try to eliminate any needless movement or inertia between ring clearances.

TRAVERSAL CHALLENGE #1

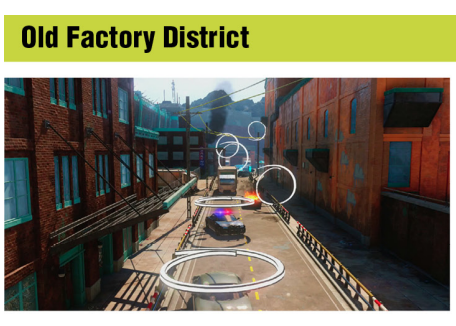
Old Factory District — **Prerequisites: Complete "Amptastic!"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$200	—	—
Silver Rewards	1300	$800	—	—
Gold Rewards	1700	$2000	1000	Bottom Body Art (Eighteen Ninety One)

Traversal Challenge #2

Old Factory District — **Prerequisites: Complete "Amptastic!"**



Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$200	—	—
Silver Rewards	800	$800	—	—
Gold Rewards	1400	$2000	1000	Tops Body Art (Chaos Song)

TRAVERSAL CHALLENGE #3

Old Factory District — **Prerequisites: Complete "Amptastic!"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$200	—	—
Silver Rewards	1000	$800	—	—
Gold Rewards	1400	$2000	1000	Tops Body Art (Seven Fingers)

TRAVERSAL CHALLENGE #4

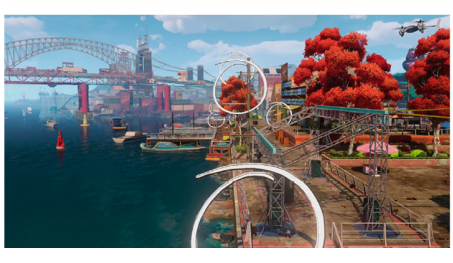
Old Factory District — **Prerequisites: Complete "A New Friend"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$300	—	—
Silver Rewards	1900	$1000	—	—
Gold Rewards	2400	$3000	1000	Bottom Body Art (Roses)

TRAVERSAL CHALLENGE #5

Old Factory District — **Prerequisites: Complete "Boo-Boo Roverdrive"**

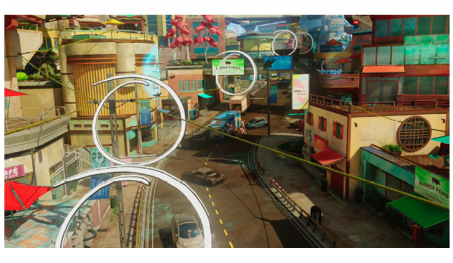


Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$250	—	—
Silver Rewards	1100	$1000	—	—
Gold Rewards	1600	$2500	1000	Tops Body Art (Bitten Hard)

TRAVERSAL CHALLENGE #6

Little Tokyo — **Prerequisites: Complete "Big Trouble in Little Tokyo"**

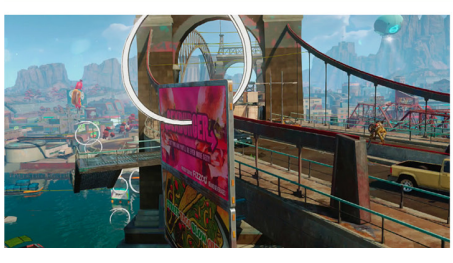


Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$300	—	—
Silver Rewards	850	$1000	—	—
Gold Rewards	1350	$3000	2000	Tops Body Art (Street Royalty)

TRAVERSAL CHALLENGE #7

Little Tokyo — **Prerequisites: Complete "Hot Dog!"**



Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$900	—	—
Silver Rewards	700	$3500	—	—
Gold Rewards	1400	$9000	2000	Tops Body Art (Grave Digger)

TRAVERSAL CHALLENGE #8

Little Tokyo — **Prerequisites: Complete "Find 4Kim"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$400	—	—
Silver Rewards	1100	$1500	—	—
Gold Rewards	1600	$4000	2000	Tops Body Art (Love Birds)

TRAVERSAL CHALLENGE #9

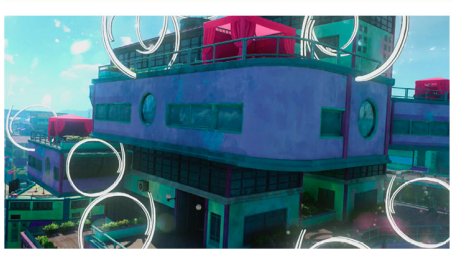
Little Tokyo — **Prerequisites: Complete "Brylicream"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$400	—	—
Silver Rewards	1450	$1500	—	—
Gold Rewards	2050	$4000	2000	Bottom Body Art (Desperate Friends)

TRAVERSAL CHALLENGE #10

Harbor — **Prerequisites: Complete "The Fall of Emperor Norton"**



Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$500	—	—
Silver Rewards	700	$2000	—	—
Gold Rewards	1200	$4500	3000	Bottom Body Art (Tribal)

TRAVERSAL CHALLENGE #11

Harbor — **Prerequisites: Complete "To Fargarthia!"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$650	—	—
Silver Rewards	1250	$2500	—	—
Gold Rewards	1750	$6500	3000	Tops Body Art (Rage)

TRAVERSAL CHALLENGE #12

Harbor — **Prerequisites: Complete "To Fargarthia!"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$500	—	—
Silver Rewards	800	$2000	—	—
Gold Rewards	1200	$5000	3000	Bottom Body Art (Crown)

TRAVERSAL CHALLENGE #13

Downtown — **Prerequisites: Complete "A Hero's Duty"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$1000	—	—
Silver Rewards	1100	$4000	—	—
Gold Rewards	1600	$10000	4000	Tops Body Art (Pigfighter)

TRAVERSAL CHALLENGE #14

Downtown — **Prerequisites: Complete "Awesomesmithing"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	—	$700	—	—
Silver Rewards	1100	$3000	—	—
Gold Rewards	1600	$7000	4000	Bottom Body Art (Underworld)

Challenges

WEAPON CHALLENGE

Weapon Challenges highlight a particular gun and require that you stick to it for the duration of the Challenge. Rack up kills, multikills, kill streaks, and Style Combos to max out your scores on weapon Challenges.

WEAPON CHALLENGE: TNTEDDY

Old Factory District — **Prerequisites: Complete "A New Friend"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	25000	$250	—	—
Silver Rewards	75000	$1000	—	—
Gold Rewards	150000	$2500	1000	Army Jacket

WEAPON CHALLENGE: THE SHOCKER

Old Factory District — **Prerequisites: Complete "Bora Bora Water"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	25000	$500	—	—
Silver Rewards	50000	$2000	—	—
Gold Rewards	75000	$5000	1000	Dog Tag Earrings

WEAPON CHALLENGE: THE DUDE

Old Factory District — **Prerequisites: Complete "Midnight Brew"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	25000	$300	—	—
Silver Rewards	75000	$1000	—	—
Gold Rewards	150000	$3000	1000	MMA Gloves B

WEAPON CHALLENGE: MURDERANG

Harbor — **Prerequisites: Complete "Floating Garbage"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	50000	$400	—	—
Silver Rewards	75000	$1500	—	—
Gold Rewards	150000	$4000	3000	Gladiator Shirt

WEAPON CHALLENGE: ONE-HANDED DRAGON

Old Factory District — **Prerequisites: Complete "It's Me! Fizzie!"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	25000	$300	—	—
Silver Rewards	75000	$1000	—	—
Gold Rewards	150000	$3000	2000	Gladiator Skirt

WEAPON CHALLENGE: PIGEON ROASTING

Old Factory District — **Prerequisites: Complete "Tastes Like Chicken"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	50000	$300	—	—
Silver Rewards	150000	$1000	—	—
Gold Rewards	250000	$3000	2000	Tattoo

WEAPON CHALLENGE: EXCALAMUNE

Old Factory District — **Prerequisites: Complete "Awesomesmithing"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	25000	$500	—	—
Silver Rewards	75000	$2000	—	—
Gold Rewards	150000	$5000	4000	Breast Plate

WEAPON CHALLENGE: CHARGE BEAM

Old Factory District — **Prerequisites: Complete "Getting the Band Back Together"**

Rewards

	Point Threshold	Cash	Overcharge	Items/Unlocks
Bronze Rewards	25000	$700	—	—
Silver Rewards	75000	$3000	—	—
Gold Rewards	150000	$7000	4000	Medieval Helmet

SUNSET OVERDRIVE

Sunset City Essentials

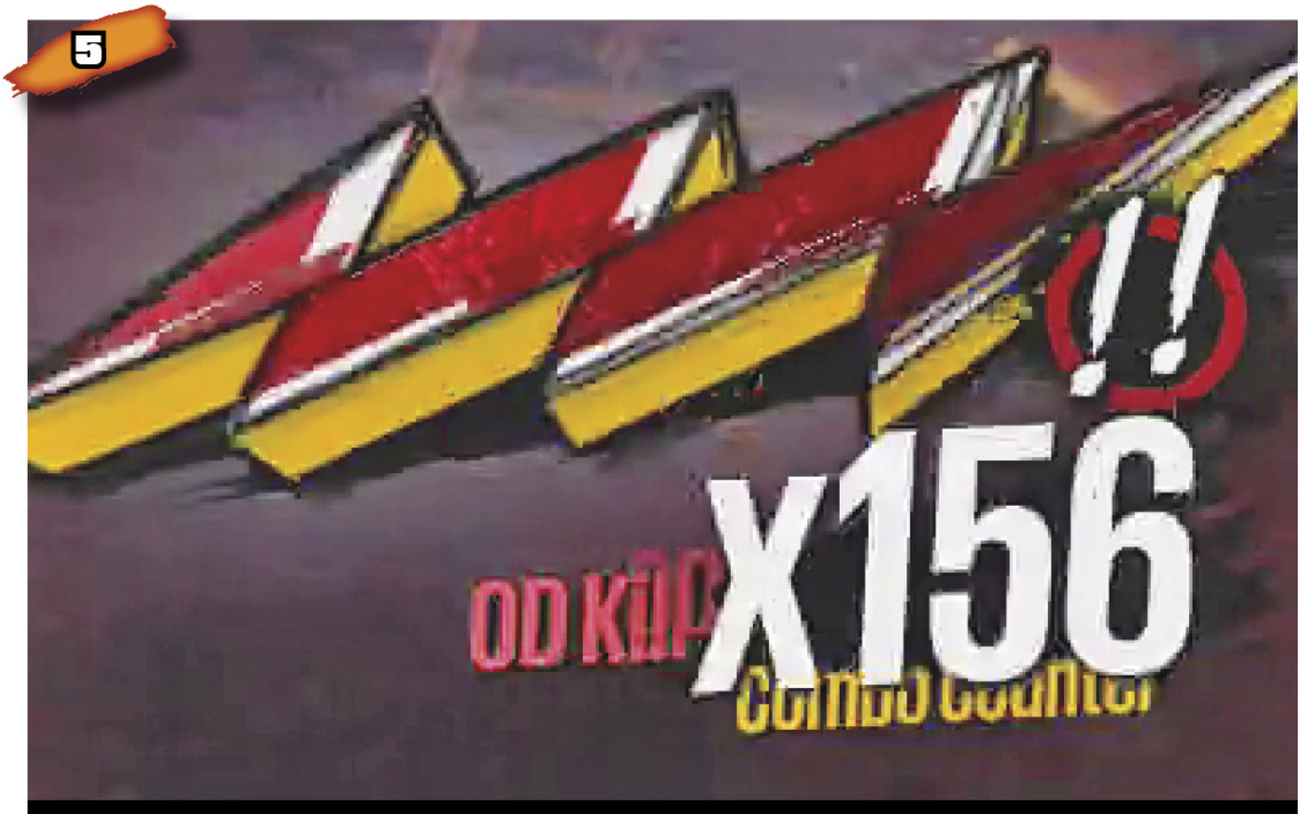
IT'S ALL ABOUT STYLE

Sunset Overdrive is above all about Style. That's capital-T Style, the jagged meter in the top-right corner of the display. An absent-minded scientist named Floyd starts schooling you on Style early in the adventure. Generally, Style is built up by pulling off stylish and heroic actions, shredding the rails, roofs, wires, and sheer walls of Sunset City while taking out the OD mutants, Scab looters, and Fizzco security slaughtering the citizenry.

At Style level 2, your equipped Weapon, Melee, and Dive Bomb Amps will activate.

At Style level 3, your equipped Epic Amps will activate.

When Style is maxed, all your Amps go crazy. Your hero also receives a straight 10% damage increase. Keep that Combo Counter climbing!



The Combo Counter just under the Style meter keeps track of how many kills and traversals you've strung together without a standing break.

Style is built most efficiently (and maintained) by pulling off consecutive kills and traversals one after another without ever simply standing on the ground, and without ever going more than a few seconds between traversals or kills. If three OD (that's "Overcharge drinkers," Sunset City citizens who tried an advance batch of a new Fizzco energy drink that mutated them into murderous freaks) rush you on the ground and you simply shoot or swat them one by one, then sure you'll kill them, but you won't get any Style out of it. And you'll be much more vulnerable too. But if instead you bounce or pole swing up to a rail above the OD, start grinding, then aim down and blow those three OD away from above, you'll build Style fast with a Combo Counter of at least x5 and growing. This will probably trigger Style level 1. Plus, enemies have a much harder time hitting you if you string together traversal moves.

WHAT'S A TRAVERSAL?

A traversal is a maneuver that takes your hero from one background element to another without stopping. String traversals together and you'll create acrobatic sequences like bouncing from a car to a power line, grinding the line then jumping into a facing building to wall run along, before jumping off the wall and vaulting onto a nearby rooftop.

TRAVERSALS (INCREASE COMBO COUNTER):

• Handspring from dodge roll (while grounded, push left analog in some direction plus X, then A while rolling)

• Bounce (fall or jump onto a bounce-ready object, like cars, tarped containers and truckbeds, skylights, air vents with fans, boats, etc.)

• Vault (tap or hold A while falling near a graspable lip or edge)

• Pole Swing (X approaching perpendicular to an appropriate horizontal bar or pole)

• Grind and undergrind (X approaching parallel to an appropriate surface, like power lines, pipes, rails, ledges, and so on)

• Wall Run (X while approaching a suitably straight and lengthy wall at a sharp angle)

• Wall Corner (X when approaching a corner during wall run)

• Wall Jump (A during wall run)

• Wall Jump (away from wall plus A when jumping into wall)

• Not initially available: Water Dash (X just before landing on water), super bounce (A while hitting a bounce-ready object), air dash (RB once per jump), slam bounce (A upon landing from a dive bomb attack)

NOT TRAVERSALS (DO NOT INCREASE COMBO COUNTER):

• Walk, Run*

• Dodge Roll*

• Jump / Flip Jump

• Double jumping off a wall (not during wall run)

• Air Control (guiding your aerial hero with the left analog stick)

• Reversing direction while grinding/undergrinding (left analog stick opposite the direction of movement plus X)

• Swapping from grind to undergrind (or vice versa; X)

• Boost (RB)

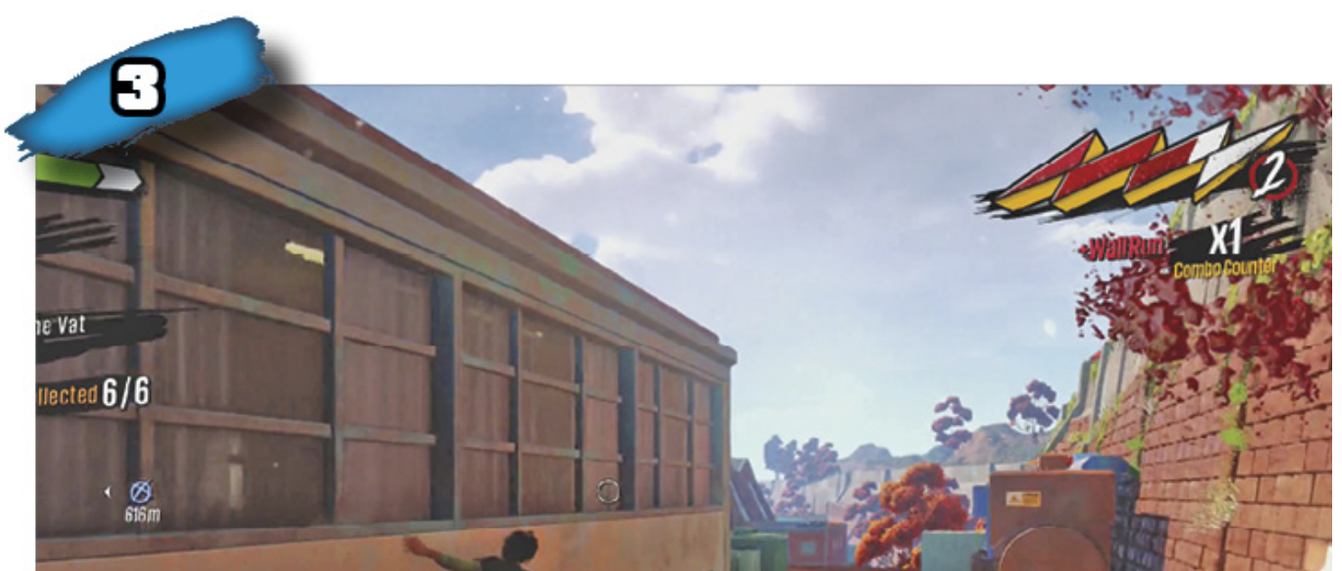
• Aim (right analog stick)

*Jumping and flip jumping (jumping immediately after swapping from undergrind to grind) are not traversal moves for the sake of Style. But as long as you're airborne, you're not at risk for your Combo to suddenly end. If you simply land flat-footed, though, your Combo is over. There are exceptions to this, though: You can also press X just before landing to dodge roll on contact, then press A to handspring before the roll ends. Find another traversal spot during this jump period and you'll get away with touching down, since you tumbled and sprang right back into the air, never idling at a normal standing state. Another exception applies if you just killed an enemy during your Combo, which gives you a tiny grace period on the ground. You'll benefit from this grace period more frequently if you often use deployable weapons, which can generate kills without your help, sometimes salvaging what seem like lost Style Combos. You also have some leniency if you plunge from the air with a dive bomb attack that kills an enemy, allowing your Combo to continue if you immediately jump back onto some traversal object.

As the Style meter fills up, you'll get to level 1, 2, 3, and then maxed level. Increasing Style activates Amps, which power up the behavior of your weapons and your hero in various ways. It's a positive feedback loop: as you build Style, you grow both less vulnerable and more powerful. Different Amp types activate at different Style levels. Some Amps amplify ground melee combos or aerial melee dive bombs, while other Amps activate when you bounce or grind through the city. Some Amps can be attached to specific weapons, adding all kinds of insane effects: you can have a flaming shotgun that has a chance to shock other enemies near the blast victim, or a machine gun that has a chance to turn defeated enemies into bouncing teddy bear explosives. Basically, play stylishly for ridiculous (and ridiculously powerful) results. Aside from the occasional task that sees you stopping to talk to a person or to interact with some object, it's possible (and encouraged) to play all of *Sunset Overdrive* in a near-constant Style Combo, constantly on the move while dropping all sorts of outrageous weaponry into the monsters clambering after you.

Your hero is not a bullet sponge nor a stealth expert, can't take cover, and doesn't regenerate health over time, and isn't even polite. Nevertheless, he or she has a can-do (or at least "screw it") spirit and the ability to perform all sorts of gymnastic moves over a city that seems almost as though it was built for just such a disaster.

Jumping gets you into the air, a prerequisite for building Combos and Style with traversals (and for not getting clobbered by the thousands of things that are going to try to kill you).



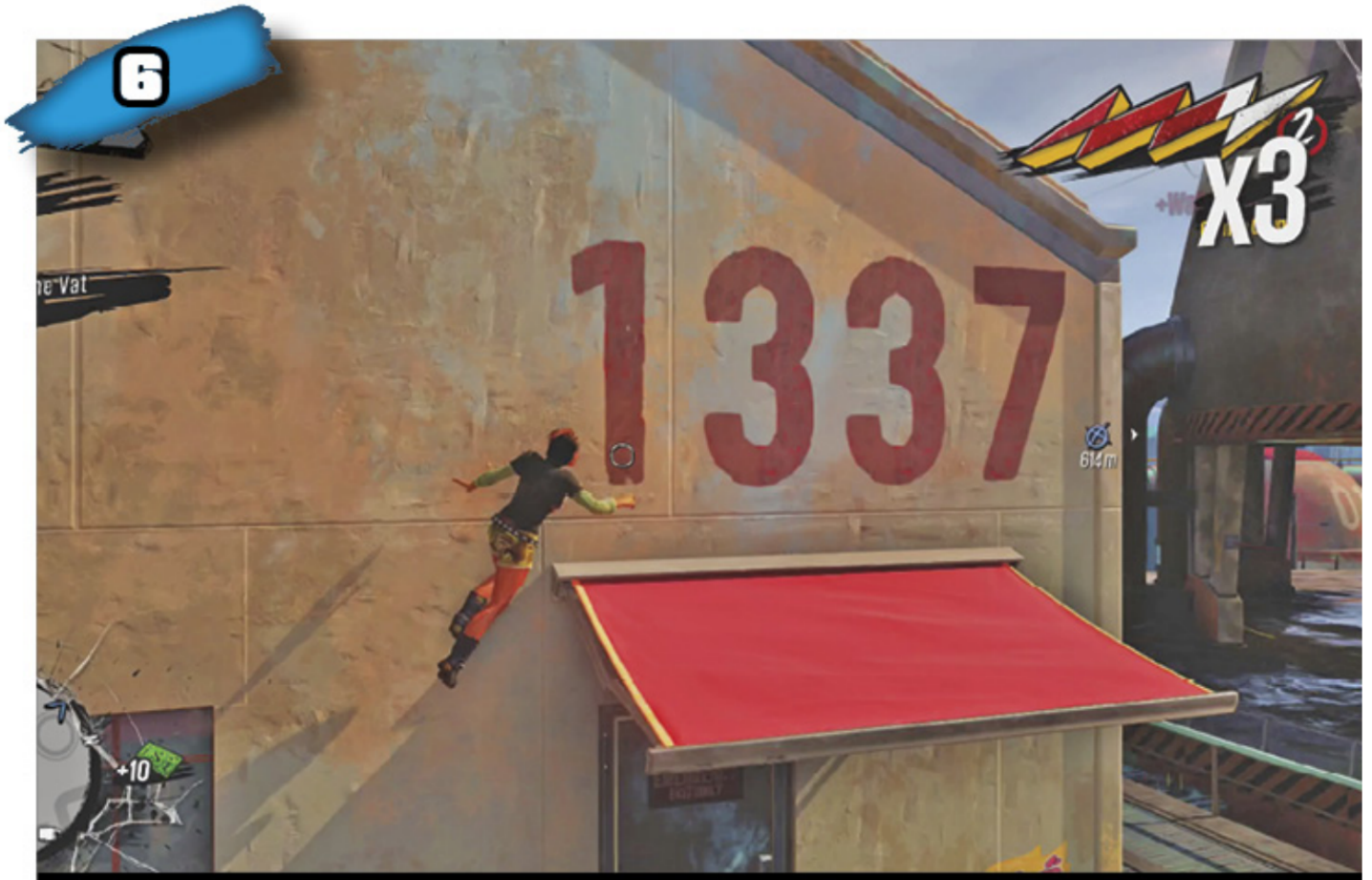
Angled sharply into a nearby wall (rather than jumping dead-on into it), all it takes to wall run is pressing Ⓧ. Here begins a lesson in what bad shots the Scabs are (and how rad your hero can be).

4

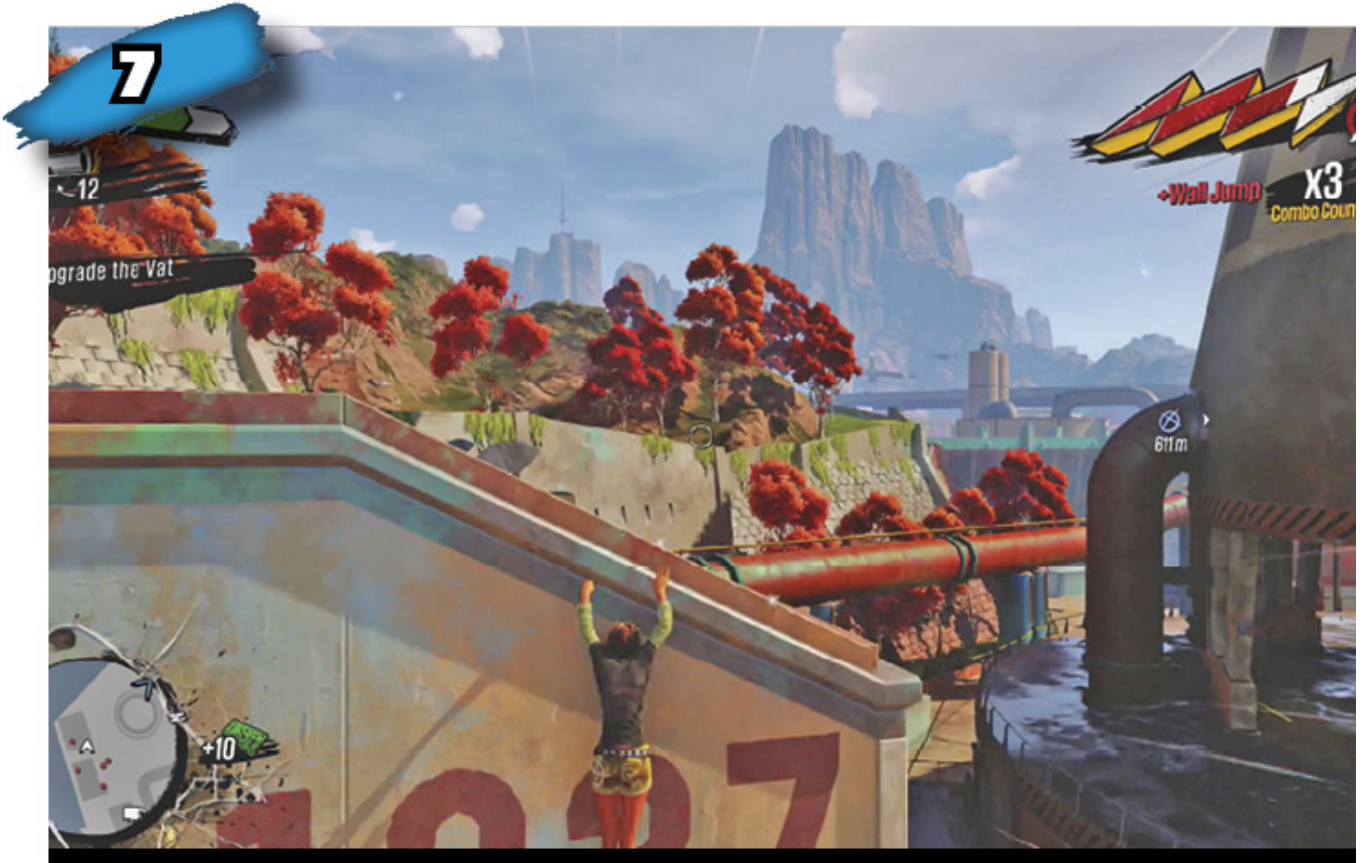
When approaching a building's 90-degree corner, tap Ⓧ again to round the corner still hugging the building (a move called wall corner).

5

You'll find all sorts of opportunities spread all over Sunset City. Ahead, an awning presents itself as a possible bounce pad, while the rooftop, not too far overhead, is near enough to jump and vault over.



Wall running, wall cornering, and wall jumping all add to the Combo Counter. This continues even if you keep wall running/jumping/cornering repetitiously up the same building, whereas you cannot bounce off the same pad over and over nor grind and jump and grind off the same rail to quickly build the Combo Count.



After a wall jump, you need only continue holding Ⓐ to automatically vault over an available surface. Use the left analog stick for air control if necessary to hit your desired mark.

Use the left analog stick to influence the vault's direction, too.

If you vaulted it, you can probably grind it. You should come to think of grinding and undergrinding as Sunset Overdrive's most basic and useful movement.

Grinding gives you time to look for other paths, targets, and collectibles. Speed up by tapping RB (up to twice per continuous grind to achieve max speed), or slow down by holding LT.

11

Jumping from a grind/undergrind is like jumping from the ground. It doesn't build up Style, but it doesn't hurt it either. Look for a new foothold or launchpad while airborne, squeezing off a few shots at enemies all the while if you can get them in your sights.

12

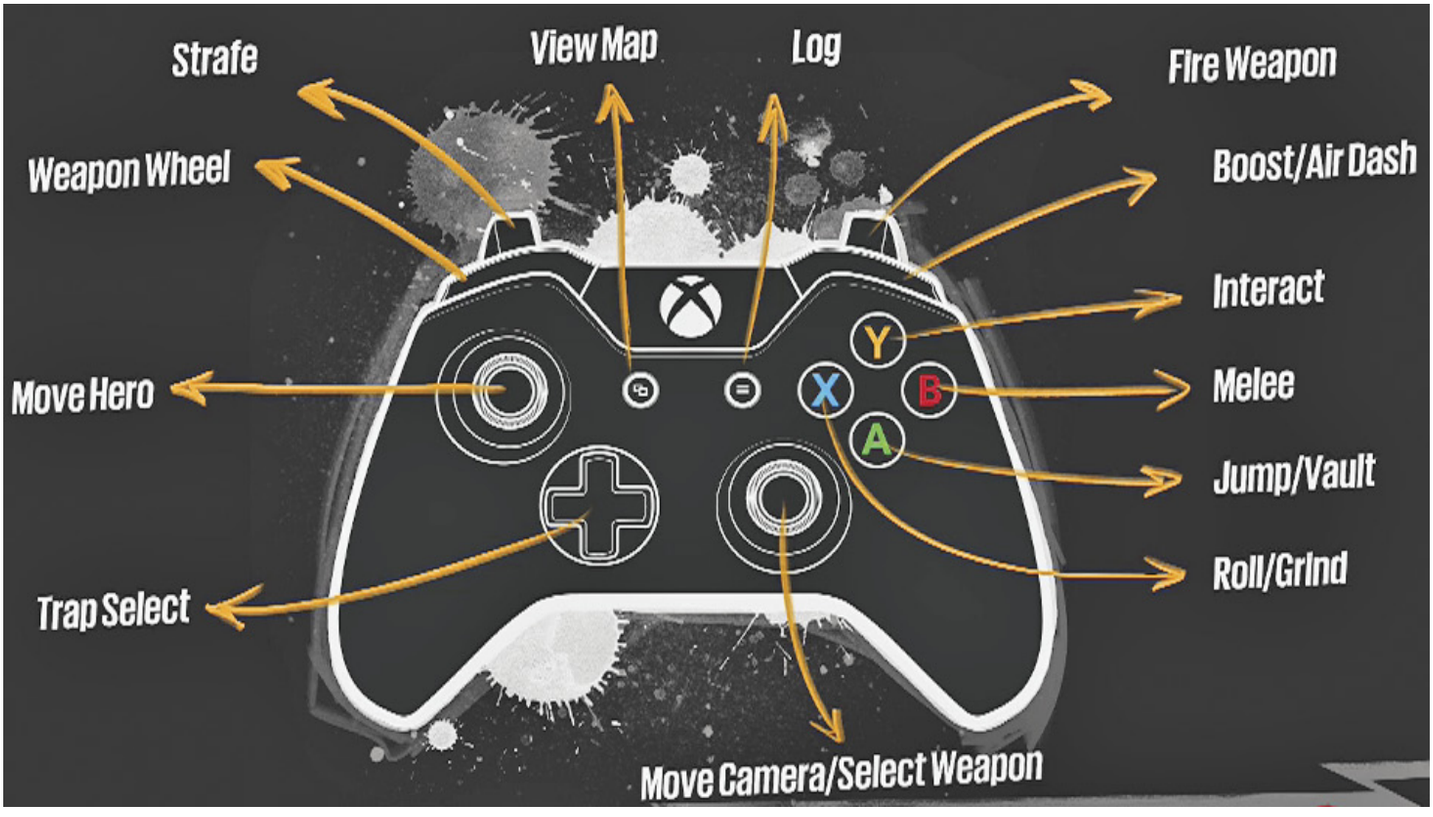
Here, falling toward the next pipe and hitting Ⓧ for a new grind is easily accomplished, and that's just the beginning. The entire city awaits ahead… or you can reverse course in the grind and head right back to mop up the Scabs dumb enough to try to kill you, which is only fair.

SUNSET OVERDRIVE

Sunset City Essentials

CONTROLS BREAKDOWN

Standing upright on land, your hero is no match for the Overcharge-guzzling OD, the opportunistic Scab looters, or Fizzco's ruthless bots. But take to the rails and roofs of Sunset City and your hero's acrobatic mobility will see you through. *Sunset Overdrive* is a shooter, but it's a shooter about movement first and shooting second. Its movement-oriented action calls to mind classics like *Jet Set Radio* and *Tony Hawk's Pro Skater*, while at the same time expanding on ideas in Insomniac's own *Ratchet & Clank*, as well as other boisterous open-world series like *Crackdown* and *Saints Row*.



BASIC MOVEMENT AND JUMPING

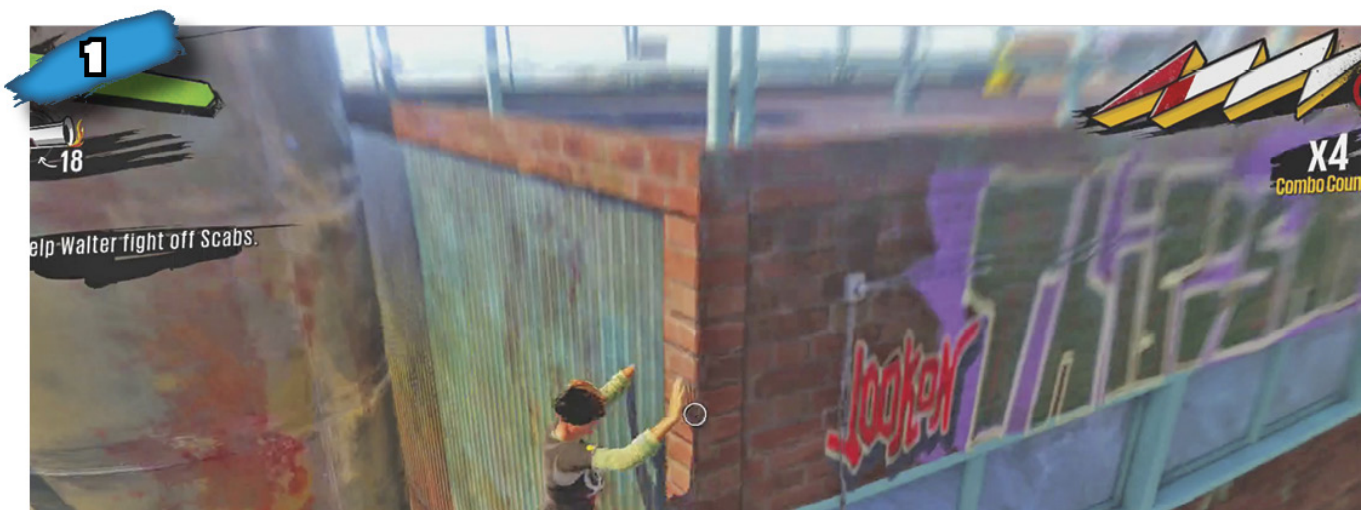
Use the analog thumbsticks to move and look around. The right trigger fires the currently-equipped weapon. The A button makes your hero jump. That's all pretty standard. While airborne, use the left analog stick to maneuver your hero. Maneuvering with air control can help you choose your landing spot, veer toward a traversable object, or snag a collectible item. While airborne, you can press or hold A to vault over graspable edges, or press X near suitable surfaces to grind, undergrind, pole swing, and wall run.

The left analog stick handles basic movement, while the right stick handles the camera and aiming.

Press Ⓐ to jump, and use the left stick while airborne to direct your trajectory.

WALL JUMPING (OUTSIDE OF WALL RUN)

If you jump dead-on into a wall, facing it, you can press the analog stick in the opposite direction plus A to spring off the wall. In places with two walls facing each other relatively close together, like many alleys, you can face one wall and jump up and then jump back and forth between walls all the way up to the buildings' roofs. Oddly, this doesn't increase the Combo Counter or build Style if you keep doing it between the same two surfaces. If that's what you're after, use wall running wall jumps to climb instead.



Jump directly into a wall then get ready to hit Ⓐ and the opposite direction on the left analog stick.

Jumping off walls in this manner is useful, but not in as many places as other traversal moves.

DODGE ROLL

While standing on solid ground, press Ⓧ plus the left analog stick to dodge roll. This evasive maneuver is briefly invincible. Your hero is much more vulnerable standing on his or her feet than grinding and bouncing across Sunset City, so use the dodge roll to escape encounters on the ground so you can get back to traversal tricks. Some Amps can be equipped that turn dodge roll into an offensive weapon too.

When airborne, like after a jump, you can press Ⓧ just before landing to dodge roll immediately upon touching down. This can be useful when you realize you're going to land in a pile of awful stuff, and to enable a handspring jump right back off the ground.

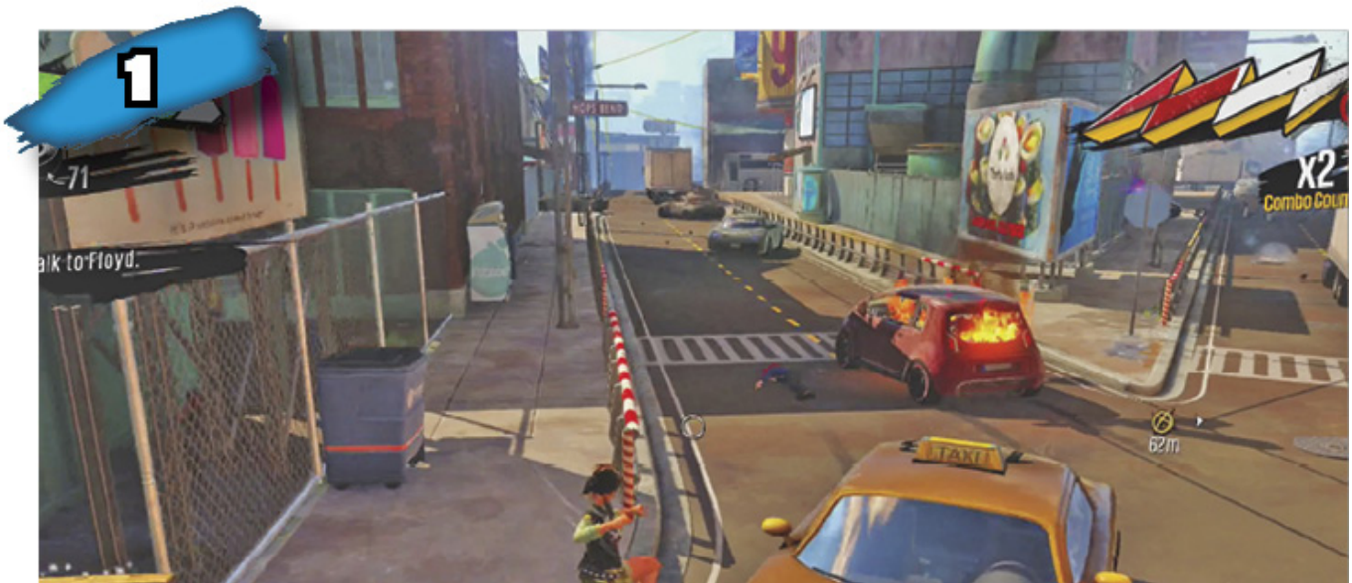
When surrounded by enemies or threatened by an incoming attack, press Ⓧ plus the left analog stick to dodge roll in the desired direction.

Rolling is briefly invulnerable, giving you a small window to avoid damage.

HANDSPRING JUMP

This jump is executed by pressing A while a dodge roll is in progress. You can use this jump to quickly transition from dodging to jumping back to traversal lines, but the primary use of dodge roll into handspring jump is to prolong Style Combos. Your Style Combo Counter increases continually as you kill enemies and complete traversal moves, but it ends if you ever simply run around on the ground, not immediately occupied by killing enemies or performing traversal moves. If you have a Combo Counter going and your hero is about to simply land on flat earth, press X just before landing to dodge roll, then A to handspring jump back off the ground. This preserves your Style Combo, since your hero was never simply walking or running, and gives you a chance to get right back to grinding/bouncing/etc.

A handspring jump counts as a traversal move, so your Combo Counter will go up by 1 with this transition.



Your Combo isn't lost just because you're about to land. Press Ⓧ just before your hero touches terra firma…

…and he or she will roll instead of standing flat. Now press Ⓐ…

…to spring back up! Catch a new Style line before landing again.

BADGES? WE DON'T NEED NO STINKIN' BADGES *(ACTUALLY, YES WE DO)*

Shortly into the adventure, you'll be able to earn Badges for certain activities. Badges are a kind of currency that goes toward purchasing Overdrives. Overdrives are a different kind of passive bonus than Amps—they're always on regardless of your Style meter, and they're more about influencing parameters and less about causing flames or lightning to erupt spontaneously around your hero.

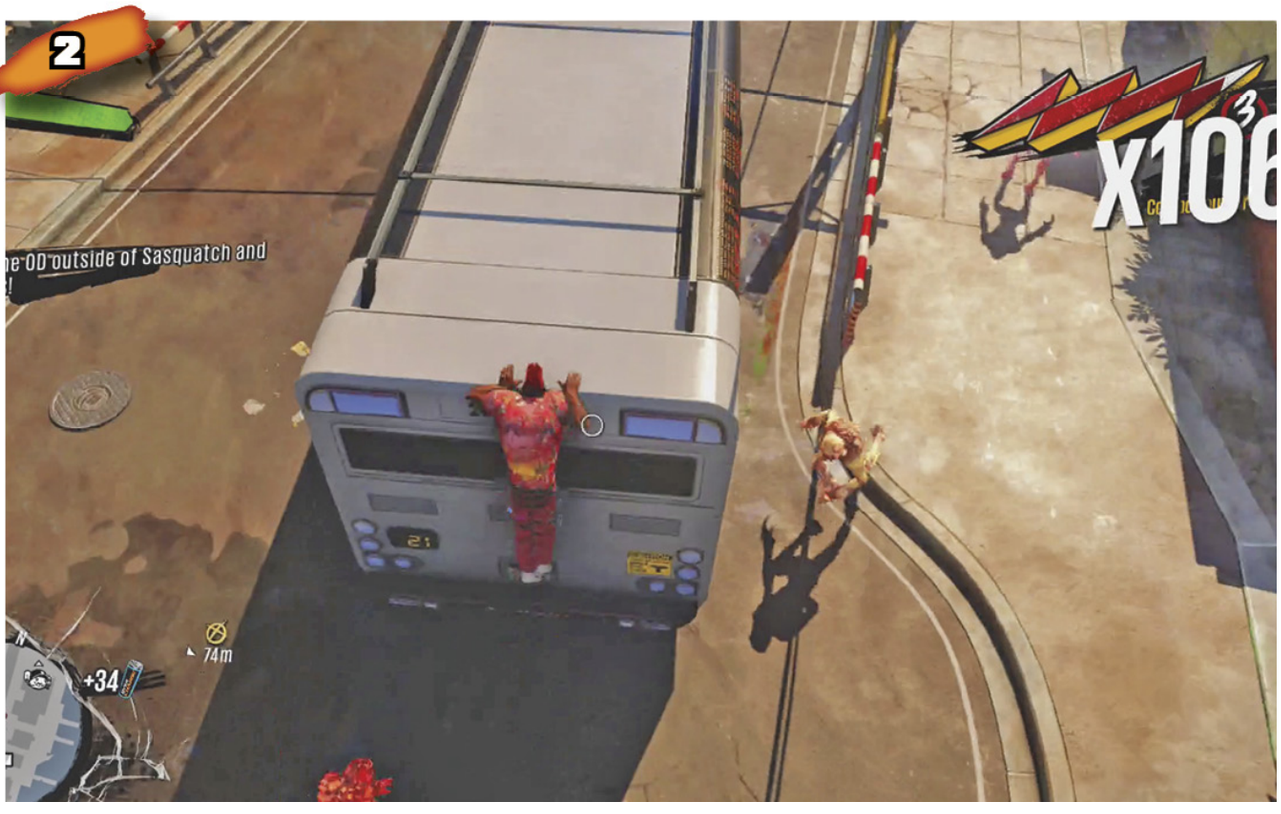
There are Badges for traversal moves, and for killing particular enemy factions or using certain types of weapons. You can equip Overdrives that increase Style gain from certain traversal moves, or increase damage against certain enemies, or increase the capacity of certain weapon types, and so on. After purchasing an Overdrive, you can spend an increasing number of Badges to upgrade it up to four more times, taking it from level 1 to level 5.

For more on Badges and Overdrives, check out the Overdrives section. In a nutshell: the more you do certain stuff, the more Badges you'll earn for that stuff, which lets you get Overdrives that boost that stuff. A lot of personalizing your gameplay, especially in Chaos Squad multiplayer, comes from how you choose to build Overdrives.

VAULT

When your hero is airborne just below the lip of a roof (or some other kind of overhang, even approaching a grind-able rail perpendicularly), press or hold A to vault over the top, gaining a little more hang time and height. Many vault-able surfaces are also grind-able, or have some sort of grind-able lip or edge, so you can usually press X just after vaulting to transition directly into a grind along the rail or rooftop edge. Or you can vault and then use left analog stick air control to direct your hero toward something to bounce off of. When traversing Sunset City, use mechanically simple moments like vaulting and bouncing to look for your next traversal while thinking about your general path, and to glance at the mini-map for info about nearby foes.

Being able to hold A to trigger a vault can be very useful, especially if you're unexpectedly falling from high up, moving the camera around hoping to pass by some hand-hold. Instead of mashing on A hoping to get lucky, just hold it. You can also simply keep holding A after an initial jump and your hero will automatically vault over any suitable flat overhead surface he or she contacts; in spots where there are suitable right-angle edges heading upward like steps (like ascending floors, balconies, and ledges stacked not too far apart), simply hold A to make vault after vault. Many tall buildings are scalable in just this way, by vaulting up balconies, signs, ducts, air vents, and other outcroppings.



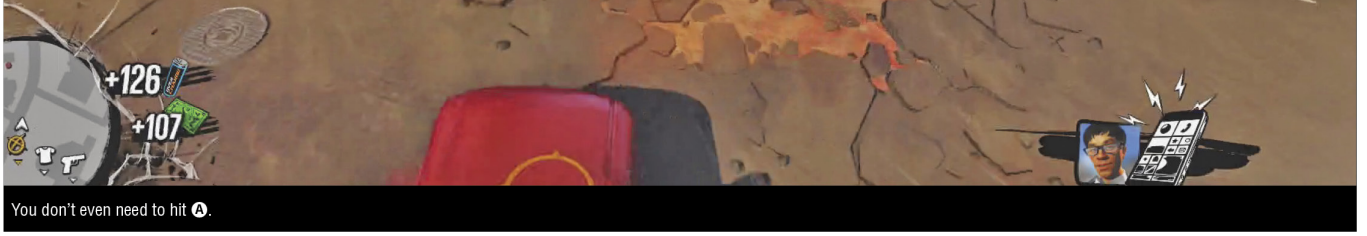
Go vertical! Jump and vault by pressing and holding Ⓐ to quickly climb.

BOUNCE

Fall onto certain surfaces with your hero and he or she will bounce to a much greater height than during a normal jump.

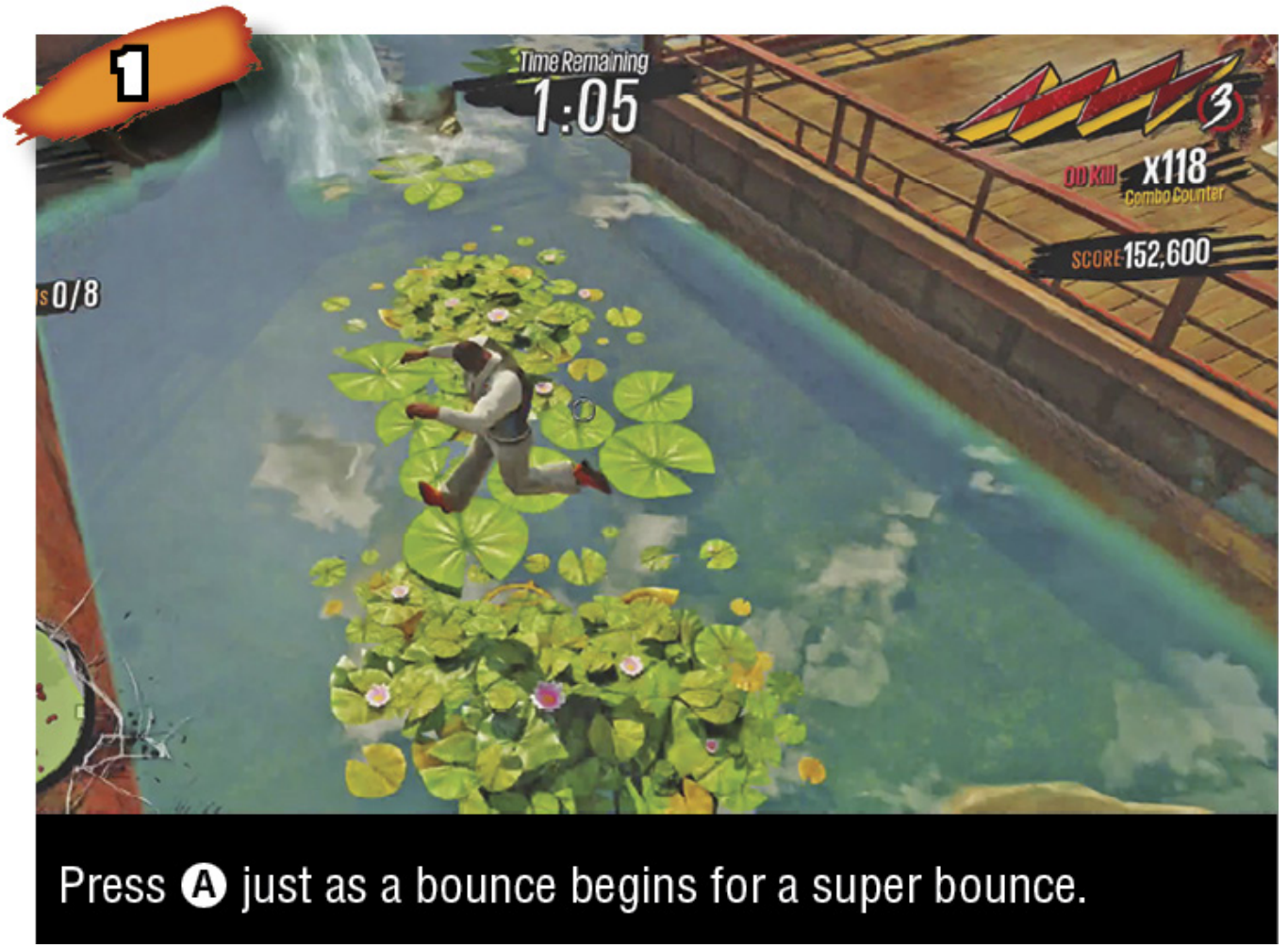
Air vents, abandoned mattresses, geysers, standard-size automobiles, canopied trucks, tarped containers, sky lights, awnings, umbrellas, and other clearly-domed or clearly-elastic surfaces will automatically launch your hero much higher than a normal jump. Decent hang time at the apex of a bounce gives you time to line up several shots at enemies and to plan your next traversal move before landing. After simply grinding continuously, the easiest way to keep a Style Combo going against hordes of enemies is to find several objects you can bounce back and forth between while peppering shots at the enemies scrambling after you below. Since bouncing itself requires no input, you can focus entirely on using left analog stick air control to steer toward the next bounce-ready object while using the right analog stick and right trigger to blow away baddies.

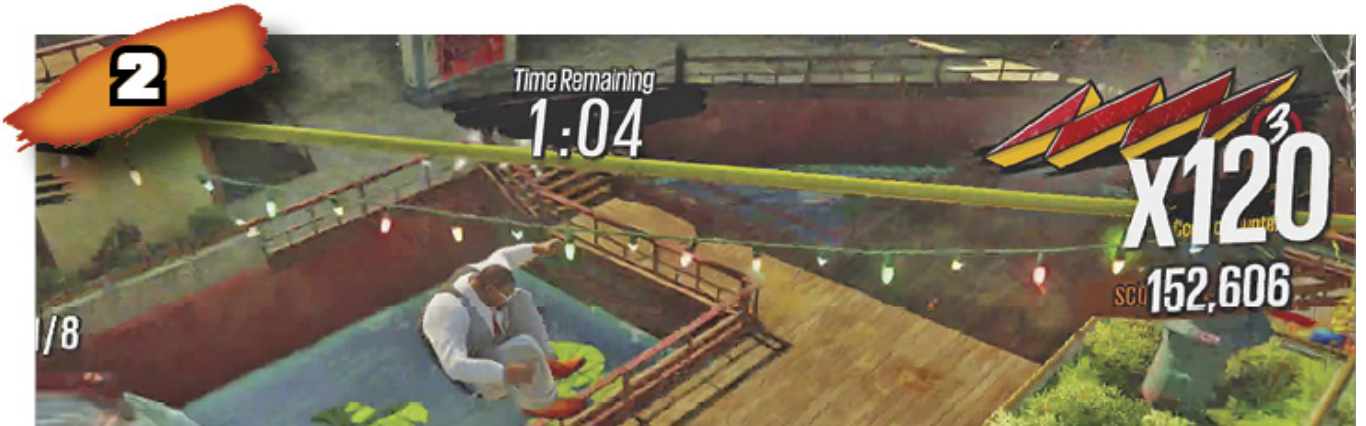
Most rounded-looking or obviously-elastic surfaces are suitable for bouncing.



SUPER BOUNCE

Not too far into the main story of *Sunset Overdrive*, you'll earn the ability to super bounce. This is accomplished by pressing A just as your hero lands on a bounce-ready object. A super bounce goes much higher than a regular bounce (shocking, we know), although the initial somersault while traveling upward means you are briefly unable to shoot. This means that super bouncing is more for climbing higher and/or getting out of trouble fast, less for keeping up a Style Combo while firing—that's what regular bouncing is for.





A super bounce goes much higher than a normal bounce. Previously unreachable collectibles can be nabbed and new Style routes are available.

GRIND & UNDERGRIND

Grinding and undergrinding are the sprinting of *Sunset Overdrive*. Just about every straight, narrow surface in Sunset City is grind-able. If it isn't covered in barbed wire, you can probably shred across it. Undergrinding travels the same speed as grinding while hanging under a rail or cable (or whatever) instead of grinding atop it.

To start a grind/undergrind, press X when your hero is airborne, hovering just over (or under) the surface. Sunset City is brimming with opportunity. Rooftop and balcony edges, railings, power lines, pipes, tracks, and more are spread all around, giving you a constant upper hand in combat and allowing rapid traversal paths border to border.

To grind, press Ⓧ while airborne above a suitable surface. Grinding will usually be preceded by jumping, bouncing, or vaulting.

Undergrind by pressing X just underneath, in hanging range.

Grinding travels very fast, and even faster if you press RB to boost. Normally, your hero grinds at 8 meters per second. Tap RB once to increase speed 25%, to 10 meters a second; tap RB a second time to boost speed 20% more, to 12 meters a second. Your hero is traveling at max speed after two presses of RB.

To slow down, press and hold LT, which also slows your aiming reticle slightly, enabling more precise aim while cruising along. Of course, you don't need hold LT to aim and shoot while grinding, and you can even fire after boosting to max speed. No matter the speed, the safest shooting at enemies you'll do throughout *Sunset Overdrive* usually comes while grinding/undergrinding rings around hapless pursuers.

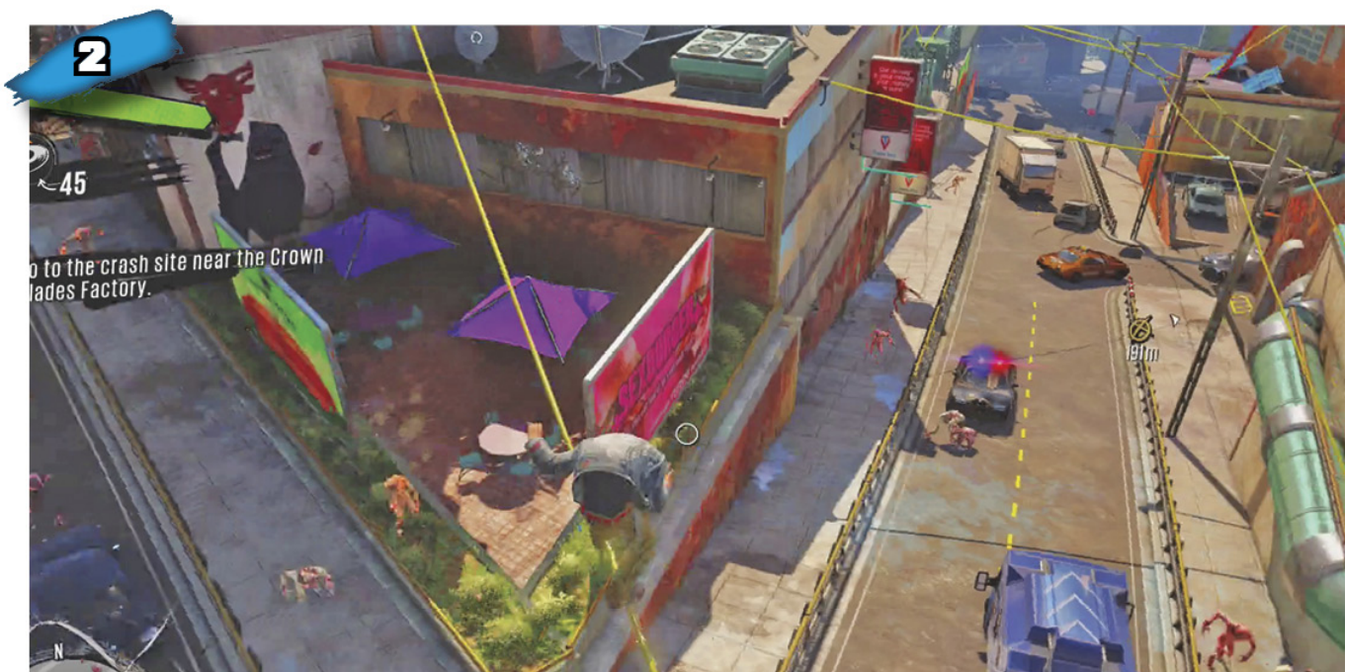
If you hit an obstacle at the end of a grinding or undergrinding path, your hero will reverse directions automatically. If the path simply trails off, a fall is inevitable unless you jump (A, just like on the ground) or change direction (X plus left analog stick).

When approaching a place where several grind/undergrind paths converge, hold the direction of the path you'd like to take on the left analog stick.

SWAPPING GRIND/UNDERGRIND

Press X by itself to swap from grinding to undergrinding (or vice versa). You can't swap freely all the time; you can't undergrind from a railroad track or fence, and you can't grind on cables that pass just underneath highways or bridges. It tends to be better to grind, if possible; you'll get slightly more height advantage in combat, you'll fall from farther up if knocked off the rail, and standard jumps from grind height naturally have slightly more lift than from undergrind height. Flip jumps from undergrind, on the other hand...

Press X by itself to swap from one sort of grind to the other.



Note that swapping between grind types does not count as a traversal move for the sake of the Style Combo Counter; you're not changing surfaces. Ditto jumping from a grind, then grinding again on the same surface.

Flip Jumping From Undergrind

From undergrind, press X to start the swap to grind then immediately press A to somersault upward with a sky-high flip jump. While you won't get high-flying abilities like super bounce and slam bounce for a while, you can flip jump during an undergrind-to-grind swap right from the get-go.

When swapping from undergrind to grind, press A for a flip jump!

While hurled upward, you briefly can't fire.

CHANGING GRIND/UNDERGRIND DIRECTION

While grinding or undergrinding, you can reverse directions with X plus the left analog stick. This is like a dodge roll on a rail since it has invulnerable frames too. You're briefly unable to fire during this direction change, like during dodge rolls and super bounces.

There's only one path on a given grind object, but you can change direction.

Press Ⓧ and the left analog stick to reverse course. You're briefly unable to shoot while tumbling.

You may prefer to be able to keep firing while you change grind directions, especially if you're using an automatic weapon rather than a single-shot gun, or a gun that requires prep time, like The Dude. Hold the left analog stick in the opposite direction of your current travel, jump off the grind/undergrind surface, pause a moment in midair (all this while you can aim and fire, if appropriate), then tap Ⓧ to re-attach.

Keep holding the left analog stick in the new direction you desire during the maneuver, and keep up the gunfire at your enemies while drifting in midair. In this way, you can about-face during a high-speed grind without a break in your damage output. Changing directions in this manner enforces no gap on your firepower; the only disadvantage versus swapping directions with Ⓧ is that this has no invulnerable period.

Aside from using Ⓧ to reverse directions, you can also jump and re-attach to the same surface in the opposite direction.

This allows you to keep up fire during the whole direction-changing maneuver.

This lacks the brief invulnerability of the direction-changing roll, and is more liable to be hit with ranged Blower shots, Herker rock tosses, Fizzbot Rifle shots, Mugger pounces, and so on.

POLE SWING

Pole swinging involves using horizontal bars to flip farther upward. If a surface would be suitable for a pull-up, it's suitable for pole swinging. You'll usually see short horizontal bars on traffic lights, flag poles, and fixtures alongside tall buildings.

There are two slightly different versions of pole swing: one initiated with X just under a bar, like during undergrinds, and another initiated with X just over a bar, like during grinds. Functionally, they end up doing the same thing, but the different animations and rhythms are worth noting. During either pole swing animation, shooting is briefly restricted.

Approach just under or over a suitable bar at a perpendicular angle and hit X.

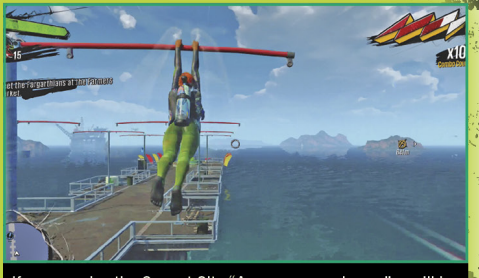
Your hero will latch onto the bar, then launch him or herself upward.

There are usually rails or power lines just above pole swing points, allowing you to naturally transition to high-speed undergrinding.

POLE SWING BADGES

You earn Badges by repeatedly engaging in specific actions, and there are simply fewer opportunities to pole swing throughout Sunset City than the other Badge-earning traversal moves. For wall run, bounce, undergrind, and grind, you will probably accrue more Badges than you know what to do with just playing the game normally. But to earn pole swing Badges, you'll have to go a bit out of your way. Make an effort from early on to swing off of any pole swing bars that are conveniently in your way. Keeping an eye out for TP collectibles helps with this. Also remember that the fastest way to safety in a ground-level pickle is often to jump to a bar and pole swing up off it, gaining enough height to undergrind off of lines or rails above.

If you want to grind out pole swing badges quickly (like if pole swing Badges become a bottleneck toward advanced Overdrives), the best place in the city is probably the pier in the southeast corner, where you can easily pole swing back and forth between several suitable bars all in a row, with no other background elements to distract you and no regular enemy presence.

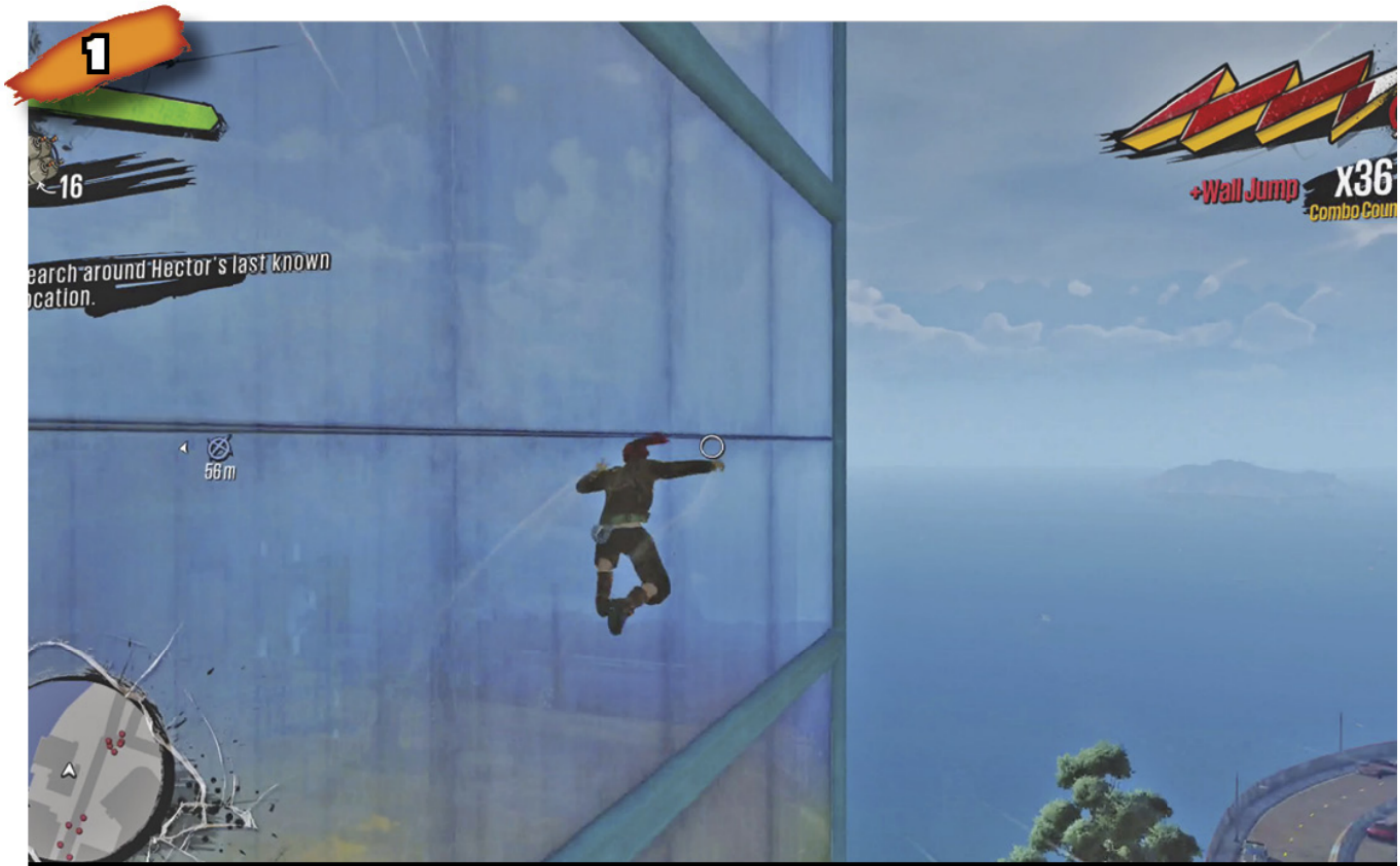


If you survive the Sunset City "Awesomepocalypse," you'll be a shoo-in for trapeze artist.

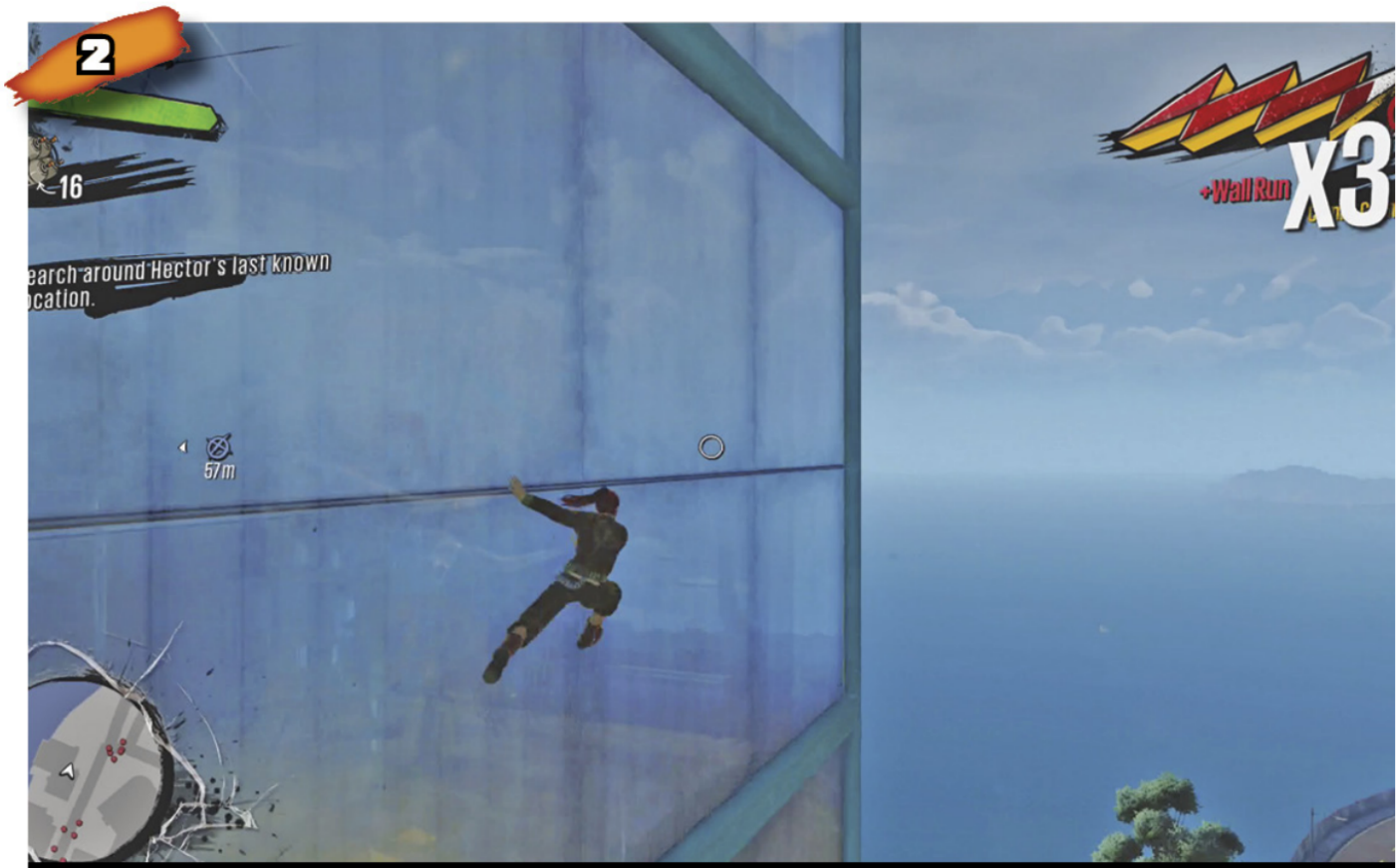
WALL RUN

Wall run by tapping X while near a wall, airborne, and angled across the wall's face. (In other words, not head-on into it.) You need only tap X once and your hero will wall run until either running into some obstacle (like an awning, flagpole, or sign) or meeting a corner. At corners, tap X to ensure your hero will turn them smartly, sticking to the wall. This maneuver is called a wall corner, and it increases the Combo Counter. If you don't hit X, your hero will just trail off into space along walls that turn inward. The timing is lenient, and you can just double- or triple-tap X while approaching a corner to be sure. To jump off a wall during a wall run, press A; this also increases the Combo Counter.

You can look around freely while wall running, and you can hit RB to speed up, but you cannot shoot or perform melee attacks. You can wall jump and then dive bomb attack, or conceivably wall jump, fire while drifting back toward the wall, then wall run again. But you can't attack directly from the wall.



Angle along walls in midair and tap X to wall run.

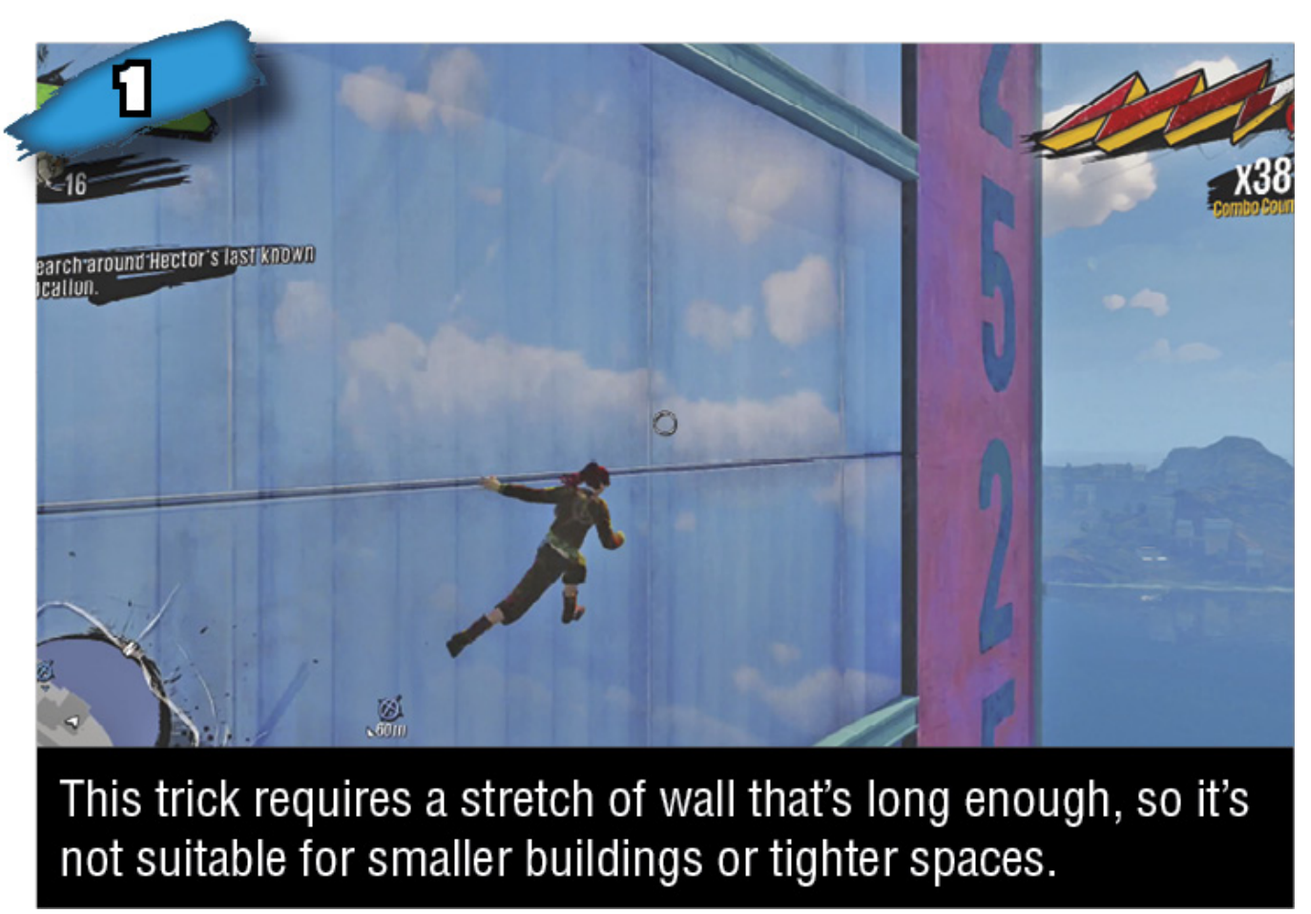


Speed up if you like with RB.

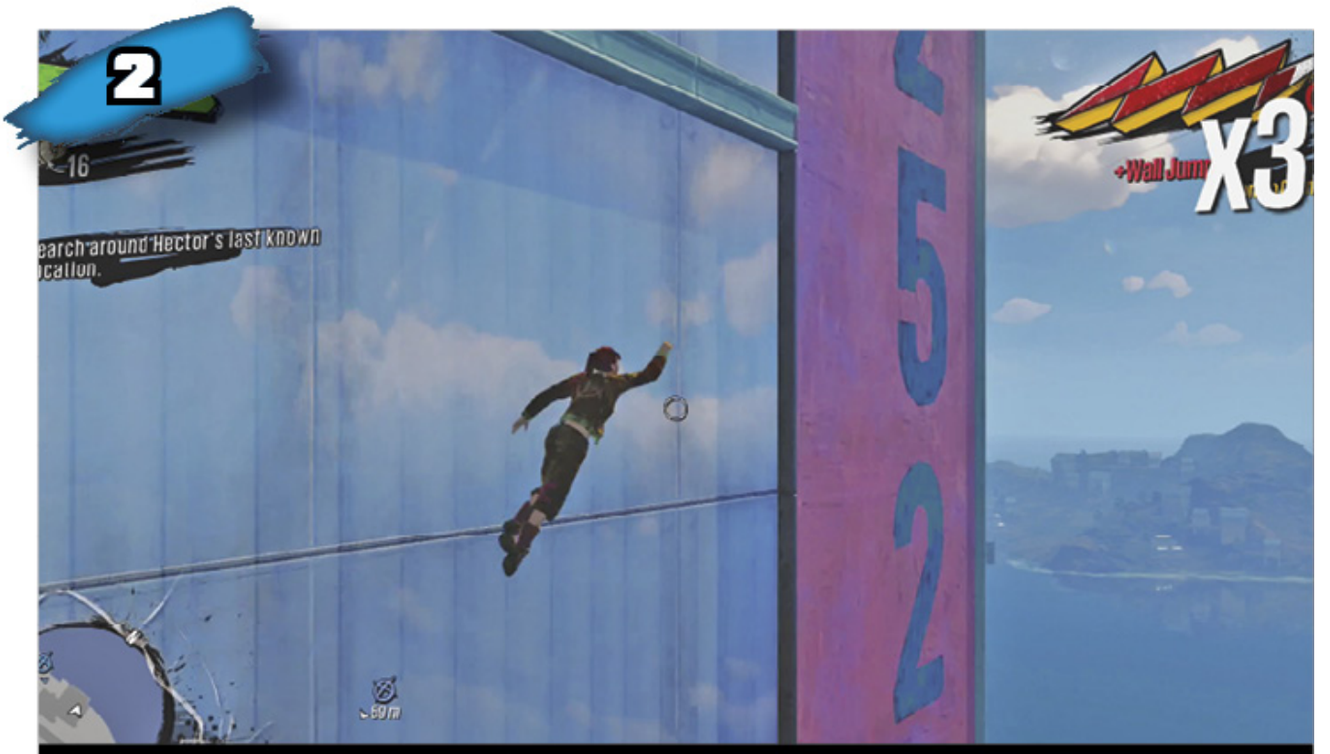
Tap Ⓧ to turn inward around corners; if a corner turns outward, your hero will wall corner outward automatically.

CLIMBING WITH WALL RUN

Wall run has a quirk compared to other traversal moves. On one single grind or bounce surface, no number of times re-grinding or re-bouncing will increase the Combo Counter. Yet, along one building you can perform an infinite combo by wall running, wall jumping, and wall corning perpetually up the same walls. As long as you don't touch terra firma, your Combo Counter will keep going. This gets considerably easier to do once you've earned the ability to air dash, which allows more precise redirection in midair, so you can hit walls and initiate wall runs where you want.



This trick requires a stretch of wall that's long enough, so it's not suitable for smaller buildings or tighter spaces.



Wall jump and use the left analog stick to drift right back toward the wall as soon as possible. If air dash is available, you can air dash diagonally back toward the wall, speeding the process and adding an extra tick to the Combo Counter.

The hospital tower downtown is a rare example of a building with collectibles atop it which must be ascended with this wall running trick.

WATER DASH

While not initially available, after not too long, you'll earn the ability to glide along the top of water for a little while after splashing down. Performing a water dash is just like timing a dodge roll to occur right when you land: press X just before splashdown. If successful, your hero will skim the surface of the water rather than pierce into it. You can use the left analog stick to direct this human hydroplaning for a few seconds before your hero loses inertia and sinks into a normal doggy paddle. Leap off the water before that happens and find someplace (usually a boat) to bounce off of.

After earning the water dash ability, press X just before landing…

…to glide over the water's surface as though it was another rail!

AIR DASH

Also not initially available, air dashing greatly increases your air mobility. It's what it sounds like: your hero surges forward in midair in whichever direction you like, briefly saved from descending by lateral momentum. You can air dash to get a little extra distance toward a grind, bounce, or pole swing spot; to hit a wall at just the right spot for a wall run; and to snare collectibles otherwise just out of reach. In combat, air dash also helps you dodge attacks like Herker stone tosses and Mugger leaps, along with increasing hang time at a jump's peak. Air dash contributes to the Combo Counter, but not until you land your next traversal. For example, if you jump from solid ground and air dash into a grind, you'll go from no Combo to a x2 Combo upon grinding.

You can air dash once per voluntary airborne period. That is, if you intentionally jump or bounce into the air, or if you simply step off a building, you can air dash. Crossing Sunset City becomes that much faster and Combos grow that much quicker when you throw air dashes into each intentional airborne period. If you get *knocked* into the air, either from an explosion on the ground or getting knocked off a grind spot (or whatever), then you cannot air dash.

Air dash with RB in midair. It'll occur either in the direction your hero faces, or in the direction you hold the left analog stick.

Using air dash, you can be much more precise (and ambitious) with which grind, pole swing, and bounce spots you aim for.

CLUBBING YOUR WAY TO VICTORY

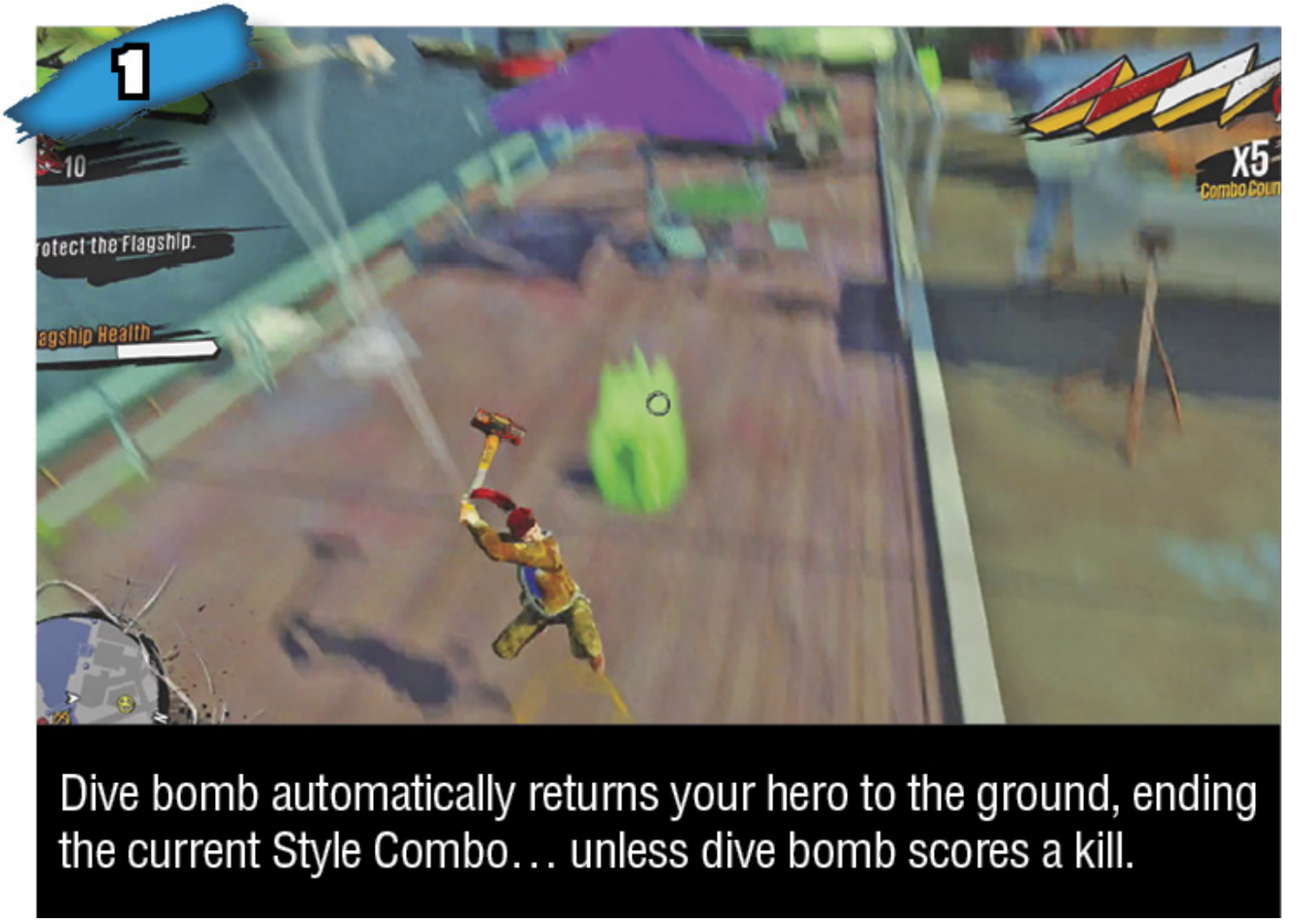
The B button is reserved for melee attacks. On the ground, melee up to three times back-to-back for a brief combo that outright kills common enemies. You can perform a melee spin during grinds and undergrinds, great for knocking OD out of your path and preventing them from knocking your hero off the grind line. This melee spin is also good for destroying camera collectibles, and can also be used to fulfill certain Mission, Quest, and Challenge objectives without breaking an ongoing Combo.

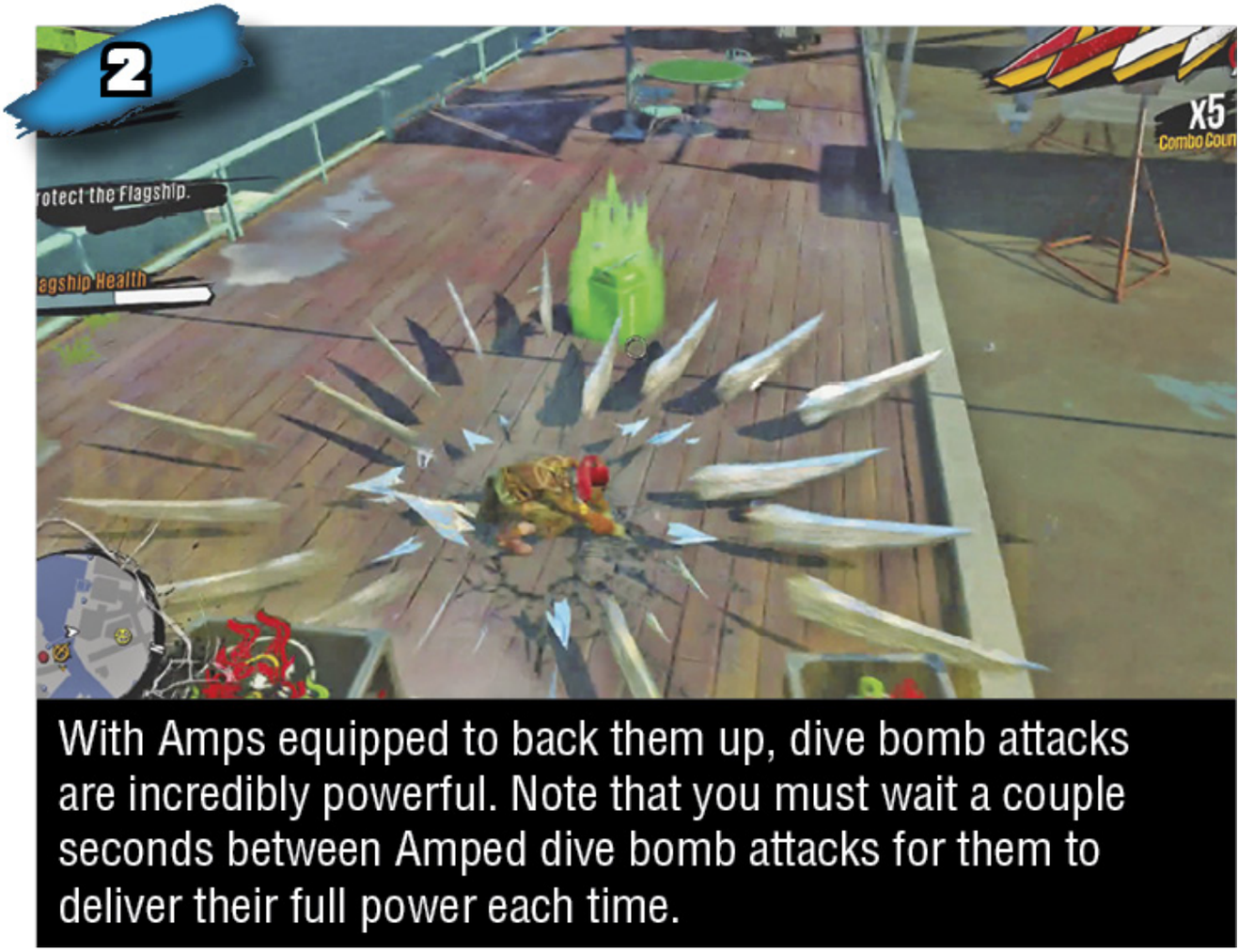
Your melee attack can be enhanced by equipping a Melee Amp, which will activate at Style level 2. You may throw fireballs alongside melee attacks, among other bonuses. Amped melee attacks at Style level 2+ are considerably more lethal than regular melee attacks, so if you're eager to use melee often, it behooves you to keep Style high. Style degrades over time and the Combo Counter resets to 0 when you're standing for more than a couple seconds between kills or actions. You may need to ration periods of wailing on foes with periods of grinding/bouncing around building Style back up (and collecting health pick-ups). Without Style powering your melee Amp, you'll be quickly overwhelmed trying to go toe-to-toe with packs of each faction's melee-oriented grunts (OD in general, Scab Rushers, and Fizzco Blade Bots).

Ⓑ, Ⓑ, Ⓑ on the ground performs a 3-hit combo.

DIVE BOMB

Ⓑ in midair results in a dive bomb attack, a plunging blow so forceful it cracks the ground. Once you have an Amp equipped to dive bomb and at least Style level 2, this becomes an almost-certain kill against common foes near the ground, even groups of them clustered together, which gives you a new tool to keep Style Combos going. If you dive bomb and kill something, you'll have a grace period of a couple seconds before your Combo will be broken because of walking. (This also applies if you shoot something to death just before landing, rather than dive bomb into a kill). To keep the Combo going, either keep damaging and killing things very quickly, or immediately take to the air and steer toward a traversal option.





If you dive bomb onto a bounce-ready object, the same rules apply as when simply falling onto it. You'll bounce automatically after dive bomb's impact, and you can press A during impact for a super bounce (if you've earned that move). Your Combo Counter won't be broken by the momentary landing.

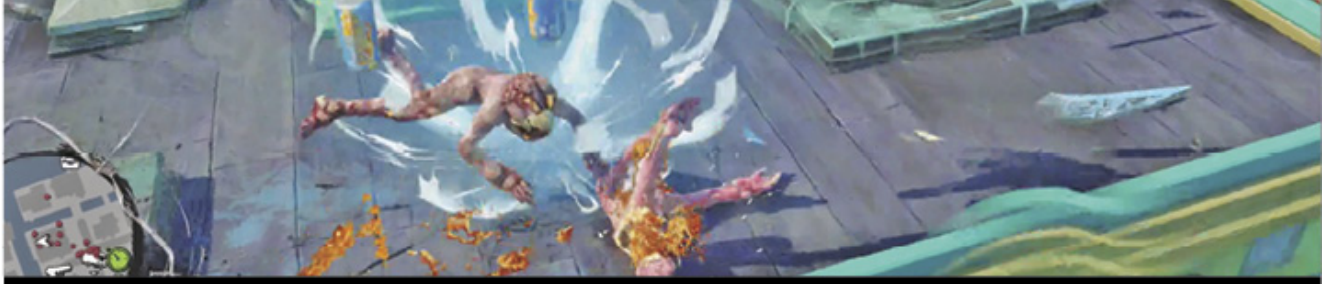
While grinding above, freeze or otherwise restrain many foes at once (with the Freeze Bomb gun, or the Winter Is Coming Amp, among other options), then jump off your traversal path just over them and dive bomb down to destroy them all at once!

SLAM BOUNCE

Later on in the adventure, you'll earn the ability to slam bounce. This is a super bounce that occurs immediately after dive bomb impact. This allows you to install a super bounce anywhere you want, whether a bounce object is available or not! To execute this maneuver, dive bomb into the ground then press A upon impact to launch back up again.

With slam bounce, any place you like is a super bounce location.

Slam bounce counts as a traversal and increases the Combo Counter, but you'll have to work in other moves between slam bounces to keep building Style.



Slam bounce obviously makes your paths across the city even more flexible still.

REPEATED DIVE BOMB BOUNCES

So, this is sort of cheesy, but it's really good cheese. Normally, dive bombing out of an aerial period with B returns you to the ground, no ifs, ands, or buts. But if you dive bomb directly onto a bounce-ready object, like the roof of a car or a skylight or an upward-facing exhaust fan, you'll be automatically bounced back into the air just after slamming down. If lots of enemies are clustered around a bounce object, you can exploit this by hovering over that object, dive bombing into it, auto-bouncing back up, then dive bombing right back down, and so on. You won't increase the Combo Counter by bouncing and dive bombing up and down on the same object, but you will of course rack up lots of kills in a row, keeping the Combo going as long as enemies are eager to come to you. With just a little more work (and the right bounce objects nearby) you can simply drift slightly and dive bomb onto a different bounce pad; this is elementary when there are two or four exhaust fans clustered all together since they're actually considered individual objects (even though they seem to act as one bounce pad). Drifting slightly to bounce between them after each dive bomb helps contribute to the Combo Counter.

Since dive bombing onto a bounce-ready location results in an automatic Combo-extending bounce after impact, you can dive bomb repeatedly in one place.

Repeated **dive** bombs onto a **bounce** pad are an exceptional way to say "get off me" to many enemies at once. Add Dive Bomb Amps to taste.

Beware that large baddies will shrug this tactic off and wallop you. (Unless they're frozen or shocked or otherwise occupied, that is.)

GUN CONTROL IS HITTING YOUR TARGET

With all this talk about movement, you might worry that blowing stuff away isn't important. Don't worry. You just have to learn to move first before you'll survive long enough to blow anything away. Once that's sorted, you'll find many guns left around Sunset City for the taking. You'll start out with a flaming shotgun called the Flaming Compensator, and before long you'll add an automatic vinyl launcher called High Fidelity and a hard-hitting revolver called (what else?) Dirty Harry. Later on, you'll add over a dozen more guns, ranging from amazing to more amazing.

Two Hat Jack has locations all over the city, so adding new pieces to the arsenal, refilling ammo, and buying collectibles maps are never far from hand.

Some weapons are received as rewards for Missions, and the ProPain Launcher can only be found in Chaos Squad, *Sunset Overdrive*'s online multiplayer mayhem. All other weapons must be purchased from Two Hat Jack, supplier of weapons and maps to intrepid, unmutated survivors of the Awesomepocalypse. Two Hat Jack will be the beneficiary of all your Overcharge collecting, since that's the only currency he'll accept for guns and maps.

In order to naturally gain enough Overcharge to buy all weapons from Two Hat Jack in one playthrough, you'll have to complete most tasks (required Missions as well as optional Quests and Challenges), and you'll have to refrain from using Overcharge to buy Jack's collectibles maps (which you mostly won't need if you keep a sharp eye out, and if you use the collectibles maps later in this section). If you skip tasks or buy maps, you'll have to make up the difference hunting OD and OD truck events (and playing Chaos Squad multiplayer).

LEFT TRIGGER AIMING

Holding down LT slows the reticle and grants a small degree of zoom (so small it's more like a slight focus or fish-eye effect), allowing for more precise aim. While you're in the middle of a grind or undergrind, it also slows down movement speed. This is great for getting your aim under control while grinding around foes. Even with nothing to shoot at, you can use LT while grinding to slow down and catch your breath. LT can't be used to slow down or aim while wall running, and speed isn't altered (though reticle speed is slowed) while running or moving through the air.

THE WEAPON WHEEL

The weapon wheel is brought up by holding LB. This lets you swap guns, sure, but it's also a good planning tool. Time slows to a crawl with LB held down, giving you time to assess the situation even in the middle of a high-speed undergrind flip jump. Your other controls (except for aiming) still function while holding LB and toggling between weapons with the right analog stick! You can start and release traversal moves or jump or roll (or whatever) all while the weapon wheel is displayed. Don't be shy about exploiting this. It's great to get a brief breather in the middle of a long fight or Style Combo to think about your next few moves. The slo-mo effect will dissipate after about five seconds of holding LB, so make your weapon selection and get back to blasting by then, or just release and re-press LB for more slo-mo.

The weapon wheel's slo-mo effect gives this a useful purpose besides simply swapping weapons.

Once you actually swap weapons, you don't have to wait before you begin firing the new gun. There's no meaningful lag time while switching weapons. This makes it possible for you to start jumping or bouncing while firing your main full-auto weapon, swapping to pop off a round from another weapon at the apex (probably a single-shot powerhouse like TNTeddy and Freeze Bomb, or a deployable like Acid Sprinkler), then immediately swapping back to fall firing with a full-auto gun again. Your hero is just as flexible and quick with weapon use as with traversal.

MAXIMIZING AMMO

No weapon has a high enough capacity to let you use it exclusively through entire encounters. You'll also periodically receive ammo pick-ups for random weapons throughout fights, as enemies are dying and crates are being incidentally broken. So you shouldn't be shy at all about using heavy-hitting weapons with low ammo capacities, like the various explosive-based and deployable arms. It's a very good approach to open big battles with these weapons before swapping to something with a large magazine like High Fidelity or AK-FU. By the time the magazine on a deep automatic weapon is expended, you'll almost surely have scored some ammo on another weapon, letting you cycle between them regularly. Don't feel too married to any one weapon.

STAYING ALIVE

First and foremost, you'll want to stay in motion. Change traversal methods and speeds often, especially against enemies that can lead your movements and fire ahead along your current trajectory. These predictive attacks are indicated by a red circle along your traversal path, so reverse course to avoid them or be ready to get knocked off your path.

Getting hit out of the air or knocked off a rail will send you into a freefall but your Combo doesn't have to be finished. After pinwheeling for a moment, your hero will be air-controllable once more, and you can salvage the combo by starting a new traversal move before landing. In pure panic situations, where you're knocked in a disorienting position or fall from a high place unexpectedly, you can often salvage the situation by holding B while tapping X—holding B leads to potential vaults, and tapping X can trigger many different traversal moves depending on the nearby surface. Even if you plummet to the ground, you can dodge roll on landing (a forced maneuver from a high enough altitude), then handspring jump back into the air.

Guns will be more effective if you equip complementary Amps and Overdrives, use them against susceptible targets, and swap wisely. You can drop Acid Sprinklers or Turret Copters then swap to a mop-up gun, or launch some Freeze Bombs then shatter the results with another weapon. Much more detail about weapons, Amps, and Overdrives can be found in those sections of this guide.

If you do happen to take full damage, your poor hero will be swatted aside, dead, only to respawn nearby in one of many amusing ways. In most situations, there is no real penalty for respawning, except perhaps for a sense of personal shame. But during some tasks with checkpoints or time limits, death will result in either a restarting of the event or a return to the latest checkpoint. And in timed Missions like defending Floyd's fragile Amp vats through the dark, mutant-overrun night, the time that ticks away while you have to watch the death and respawn animations is actually penalty enough.

RANDOM ENEMY EVENTS

As you move throughout Sunset City, you may run into various events involving different enemy factions. You'll find your normal variations of congregations of enemies in different places (for example, Old Factory District is mostly given over to the OD but Downtown is largely under Fizzco's automated control). But there are other goings-on outside the normal gamut of enemy patrols. These events will be indicated by distinctive white markers on the minimap, and there are also visual and audio cues when you're nearby.

You may run into a swarm of OD overturning an abandoned Overcharge truck looking to get at the noxious drink inside, or Scabs guarding a Virtual Trust bank truck, preparing to loot the cash within. After clearing out the OD or Scabs, you can open the back of the commandeered truck to collect a great quantity of either Overcharge (from the Overcharge trucks) or Cash (from the Virtual Trust trucks).

When a truck event is nearby, an unmistakable truck icon appears on the minimap to let you know.

You'll also sometimes find OD chasing down a panicked, unmutated citizen. Once you attack the OD chasing them, the person will cower in terror, waiting for the end. If you clear out all the OD nearby while protecting the survivor, they'll give you a Cash reward for saving their life.

Scabs keep stranded survivors alive and caged. Whether this is just to extort the prisoner or to safeguard potential “long pork” if the Fizzco quarantine lasts too much longer, who knows? If you come upon a survivor penned up, eliminate the Scab guards to free the prisoner.

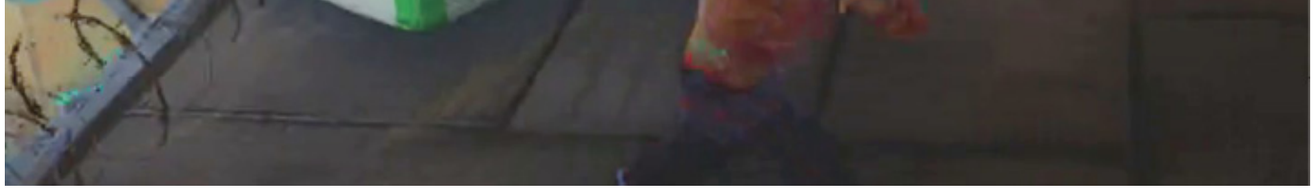
Fizzco Bots are even more ruthless than mindless, ravenous OD and outlaw Scabs. They’re willing to kill survivors to keep the truth about Fizzco from spreading beyond the city. If you happen upon a Fizzco firing squad, intervene and terminate the robots before the execution to save several citizens at once.

SUNSET OVERDRIVE

Sunset City Essentials

CURRENCIES AND COLLECTIBLES

There are, naturally, many different things you can pick up. After all, this is a video game. Boxes and crates can be bashed open, revealing their contents. Red Murica Munitions boxes contain ammo, while green Fizzfresh+ medical boxes contain health. Blue Fizzboxes contain Cash. Boxes marked otherwise may contain health, Cash, and Overcharge. ATMs and newspaper dispensers can also be broken, spewing Cash. To build up Overcharge, smash vending machines. You'll also find Cash and Overcharge around downed enemies, whether you killed them or whether they're warring among themselves. OD drops are almost always Overcharge, while Scab drops are almost always Cash; Fizzco Bots drop both Cash and Overcharge. It's worth noting that although you receive Cash and Overcharge many different ways, the primary way you'll receive either is by completing Missions, Quests, and Challenges, and by going online with Chaos Squad.



Although the city is locked down, emergency aid can still come from above. Aid packages can be seen parachuting down when they are released, and are indicated by their blue color and the green signal smoke they emit. The minimap also displays nearby chests with a distinct icon. You'll usually have to do a fair bit of climbing to snag the aid package, but it's worth it, netting you a good amount of Cash and Overcharge. Clamber up to whichever rooftop the chest ends up on and claim the supplies.

Subtle brown pirate chests can also be found, this booty usually closer to ground level and tucked away into alleys and dark corners. You'll find nice stashes of Cash and Overcharge inside.

This one pretty much takes care of itself.

Ammo supplies come from red boxes. Fallen foes also sometimes drop ammo. The icon on the side of a black ammo box indicates which weapon it's for.

Cash is used to purchase outfits, accessories, and related cosmetic items from Calista, the town's (only surviving) fashionista.

Overcharge is used to purchase stuff from Two Hat Jack, an associate of Floyd and Walter. He sells weapons, ammo, and collectibles maps.

Aside from Cash, Overcharge, health, and ammo, there are several other types of things you'll surely go collecting on crazy lines throughout Sunset City.

AMP CURRENCIES

While Cash buys outfits and Overcharge buys guns, these items are used as the raw ingredients in Floyd's Amp creations. They're also great encouragement to get comfortable covering higher ground. You'll want to be comfortable performing feats of traversal derring-do to snag most of these.

While Floyd will certainly give you some Amps as a result of Mission success, most Amps are acquired either through collecting these Currencies (which you'll then use to purchase Amps from Floyd) or by playing Chaos Squad multiplayer. For more on Amps, check out the Amps section of this guide.

FIZZIE BALLOONS

Fizzie balloons are mostly found higher up, usually directly over a bounce pad or hovering out over a drop. A few Fizzie balloons are less obviously hidden, tucked away at ground level in an alley or pool. Balloons will test your comfort in the air: jumping, flip jumping from undergrind, bouncing/super bouncing/slam bouncing, and air dashing. They also tend to be the easiest collectible currency to track down, what with being balloons floating high up and all.

TOILET PAPER

Injudicious youths have strewn Toilet Paper over bars all over the place. These can be collected by either pole swinging the bar they're on, or simply passing extremely close to the TP (like falling through it). TP will often catch your eye from below as you grind up above, which allows you to jump off the rail you're on, fall to the toilet-papered bar and pole swing back up to go back to grinding, with +1 added to your TP total and several moves added to an ongoing Style Combo.

CAMERAS

Along with blanketing the city in their products and branding, Fizzco is also engaging in widespread surveillance. This is a win-win: you get to smash Fizzco property, and Floyd needs the lenses. Most cameras are situated on rooftop corners, usually overlooking intersections or other points of interest, and you can either shoot them or grind right past them with a melee swipe; if they're close enough to a rail, you may destroy cameras by simply grinding over them. Only a handful are in devious places, tucked away inside on lower floors of multi-level spaces, inside train stations, and under highways.

SHOES

Sunset City would seem to have a wildly disproportionate number of smelly Shoes draped over power lines, even for an apocalypse, but whatever: Floyd needs them. Shoes are most noteworthy for the aura of odor around them, and also because they're dangling cherry-like from the middle of otherwise-unadorned undergrind lines. To collect Shoes, you'll want to undergrind through them. As with Toilet Paper, you'll often see Shoes from above, while grinding a higher path. Jump from above and fall down just to where the Shoes hang, then tap to undergrind the line they're on just as you collect them. From there, you can likely then just tap then to flip jump right back up to where you started!

NEON SIGNS

Neon Signs are about as easy to spot as Fizzie balloons, for obvious reasons. Collecting all the Neon Signs will test your mastery of wall running. You can also grab Neon Signs by falling or jumping or air dashing through them, but this isn't totally consistent. To be sure, collide with the base of the Neon Sign while wall running. Wall climbing (alternating wall run and wall jump up the same wall face) gives you lots of flexibility and room for error in Neon Sign collection.

COLLECTIBLES

These items are worth finding for their own sake, and finding all of them will net some Achievements, but they do not have direct gameplay consequences.

Here is some noble vandalism, with 40 Fizzco signage spaces-for-lease for you to dominate with graffiti tags. Fight the power!

By collecting 40 smartphones, you'll uncover details and events in Fizzco's history (at least events they were willing to commit to text message), which led to Overcharge's launch in its present, virtually-lethal state. Sadly, there are no candid selfies to peruse on these phones. Fizzco decision makers are evil, but not randy.

From 20 high points, you can survey the gorgeous skylines of Sunset City through binoculars, with snarky commentary provided by your hero. You can find the first one in a crow's nest in the brewery where you first meet Floyd, and 19 more sets of binoculars are installed elswhere, waiting for you to peer through them, usually on high rooftops.

Finally, intrusion of privacy: use hackable satellite uplinks and a parabolic microphone to eavesdrop on 9 conversations around the city. It may not be entirely ethical, but perhaps digital snooping has taken a backseat to everything else gone wrong since Horror Night.

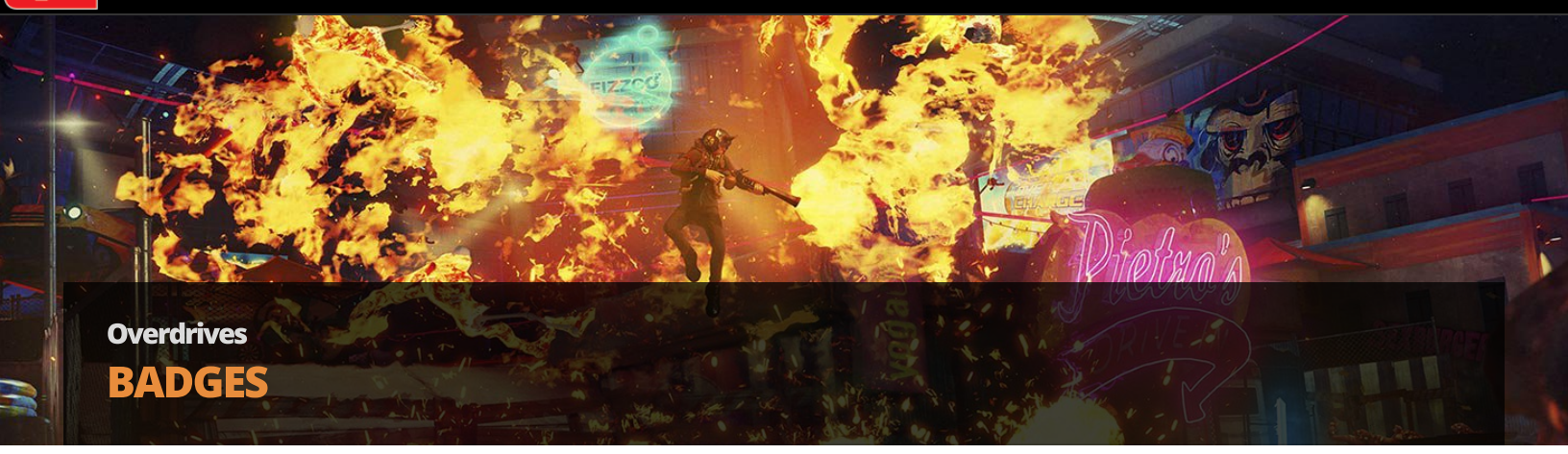
TAGGING
EAVESDROPPING
HIGH POINT
SOCIAL MEDIA

Overdrives

OVERVIEW

Overdrives are the final element of your personal upgrade system. Equipping an Overdrive gives you a constant, passive bonus to one of your stats, such as damage output, Style generation, maximum health, or ammo capacity.

Like Amps, you can switch out your available Overdrives whenever you like. Unlike Amps, Overdrives are always active once they're equipped.



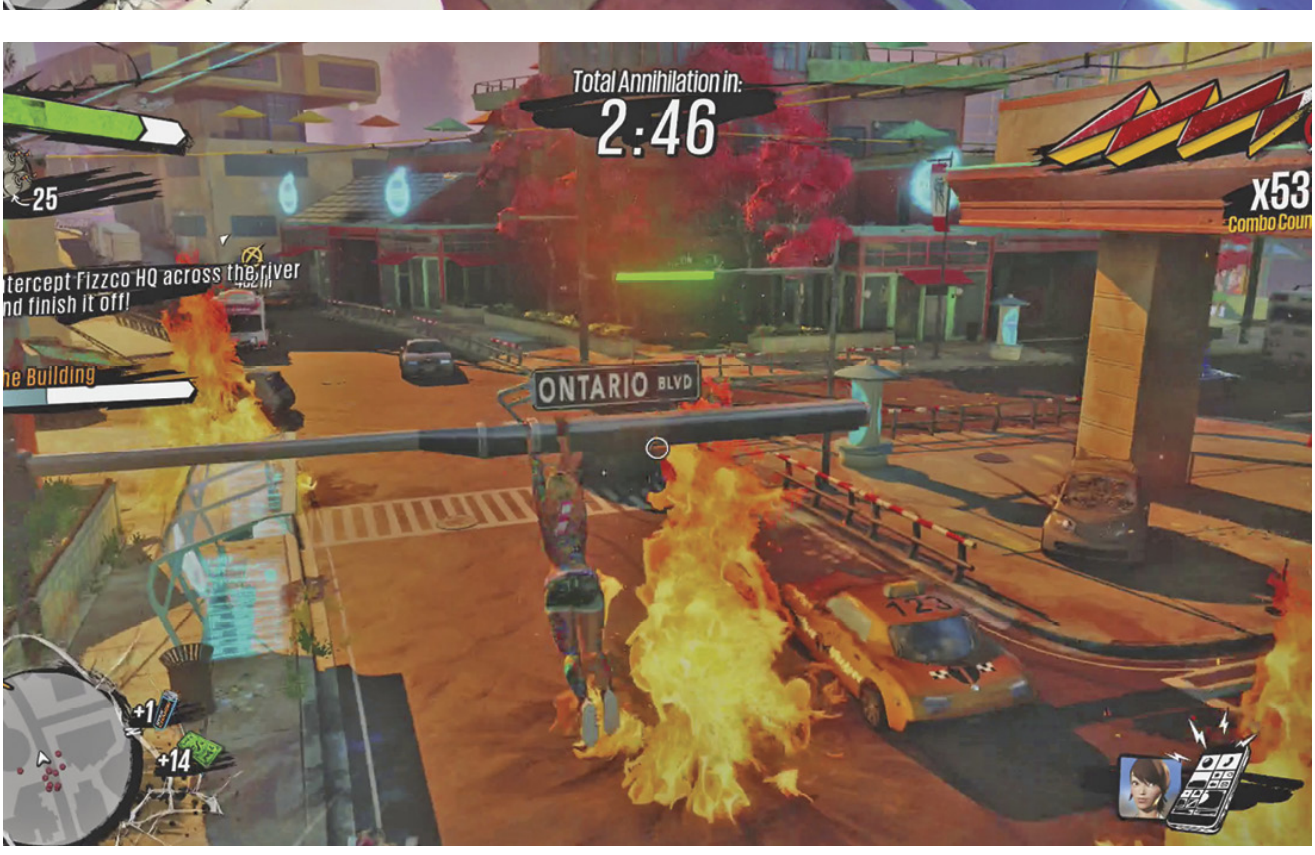
Overdrives

BADGES

Once you start the “Boo-Boo Roverdrive” mission and step outside of Sasquatch & Friends, you can begin gathering Badges, which are the currency used to unlock and upgrade Overdrives. You will be informed of this by the magical tutorial voice inside your head, which sounds like sarcasm but is exactly what happens.

There are twelve different kinds of Badges: Single-Shot, Deployable, Automatic, Melee, Traps, Fizzco Killing, OD Killing, Scab Killing, Grind, Wall Run, Bounce, and Pole Swing. Each is tied to a specific type of combat—fighting with a particular kind of weapon, or against a particular type of enemy—or a method of traversal.

As you perform Badge-related activities, you gradually fill up a meter attached to it, which you can see on the Overdrives page in the Character screen. When that meter’s full, you earn a Badge, the meter empties, and the cycle repeats itself. You can then spend your earned Badges to unlock or upgrade Overdrives.

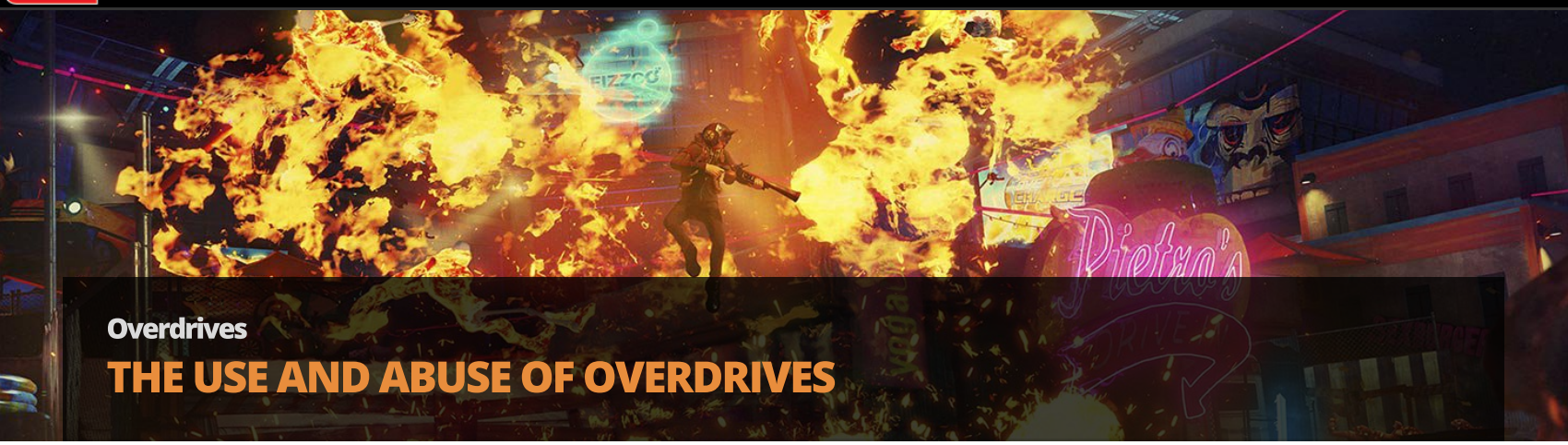


The Badges are an incentive to change your playstyle from time to time, by using different weapons and traversal abilities or taking on new challenges. There aren’t any real ways to speed up the process, short of deliberately pursuing a single activity for long periods of time. Fortunately, since you earn credit towards a Badge for doing anything other than running or standing still, you should get most of the Badges you need simply by playing the game.

There’s one exception, however, and that’s the Pole Swing Badge. There are poles to swing from all over the city and you should get a couple of Pole Swing Badges simply by collecting Toilet Paper, but it’s not as ubiquitous a method of travel as grinding, bouncing, or even running along walls. As a result, you often have fewer Pole Swing Badges than any other kind, which can slow down the rate at which you can unlock various Style Overdrives.

As you move around Sunset City, keep an eye out for poles you can swing from here and there, just to extend your traversal combo and earn the occasional extra Badge. If all else fails, head to the city’s southeast side and the Stand Your Ground pier, where there are multiple poles to swing from located on the docks. (You also visit this area during the “Fizzco: The Untold Story” quests.) You can swing from one pole to another out here more or less indefinitely and farm Pole Swing Badges in relative peace.

Overdrives can be upgraded as far as level 4 by spending more Badges on them, increasing their benefits and, if present, drawbacks.



Overdrives

THE USE AND ABUSE OF OVERDRIVES

You can equip up to six different Overdrives simultaneously, and each Overdrive can be upgraded to level 4 through spending more Badges.

The general idea behind Overdrives, unlike Amps, is that they're a specialist tool. You use them to customize your character, so you become better at the game the way you prefer to play it.

If you enjoy sending out an army of minions to fight on your behalf while you sit on a rooftop and sip a mimosa, then equip Overdrives that give you higher Deployable ammo capacity and damage. If you'd rather stay at a high Style level and run around raising hell with Amps, there are a variety of High Style Overdrives that can do the job. If you're about to head into a challenge mission where you'll be fighting nothing but Fizzco Robots, use Overdrives that specifically enhance your damage against them. Just like everything else in the game, don't be afraid to constantly tweak your Overdrive loadout to better suit yourself to whatever job's at hand.

COMBAT

Combat Overdrives specifically improve your weapon damage or ammo capacity. You can invest in these to make combat-based missions easier, particularly Weapon Challenges.

Ammo Capacity - Automatic

Increases your maximum ammo capacity for all Automatic weapons.

Level	Cost	Effect
1	1 Automatic	20% more ammo
2	2 Automatic	40% more ammo
3	4 Automatic	60% more ammo
4	6 Automatic	100% more ammo

Ammo Capacity - Deployables

Increases your maximum ammo capacity for all Deployable weapons.

Level	Cost	Effect
1	1 Deployable	20% more ammo
2	2 Deployable	40% more ammo
3	4 Deployable	60% more ammo
4	6 Deployable	100% more ammo

Ammo Capacity - Single-Shot

Increases your maximum ammo capacity for all Single-Shot weapons.

Level	Cost	Effect
1	1 Single-Shot	20% more ammo
2	2 Single-Shot	40% more ammo
3	4 Single-Shot	60% more ammo
4	6 Single-Shot	100% more ammo

Sacrifice - Automatic Weapons

You do more damage with Automatic weapons, but all your Deployable weapons do less damage.

Level	Cost	Effect
1	5 Automatic	+5%/-5%
2	8 Automatic	+10%/-10%
3	13 Automatic	+25%/-15%
4	24 Automatic	+50%/-25%

Sacrifice - Deployables

You do more damage with Deployable weapons, but all your Single-Shot weapons do less damage.

Level	Cost	Effect
1	5 Deployable	+5%/-5%
2	8 Deployable	+10%/-10%
3	13 Deployable	+25%/-15%
4	24 Deployable	+50%/-25%

Sacrifice - Melee Weapons

You do more damage with your melee attack and Dive Bomb, but do less damage with all weapons.

Level	Cost	Effect
1	5 Melee	+5%/-5%
2	8 Melee	+10%/-10%
3	13 Melee	+25%/-15%
4	24 Melee	+50%/-25%

Sacrifice - Single-Shot Weapons

You do more damage with Single-Shot weapons, but all your Automatic weapons do less damage.

Level	Cost	Effect
1	5 Single-Shot	+5%/-5%
2	8 Single-Shot	+10%/-10%
3	13 Single-Shot	+25%/-15%
4	24 Single-Shot	+50%/-25%

Sacrifice - Traps

You do more damage with Traps, but all your Weapons do less damage.

Level	Cost	Effect
1	5 Traps	+5%/-1%
2	8 Traps	+10%/-2%
3	13 Traps	+15%/-5%
4	24 Traps	+25%/-10%

Sacrifice - Weapons

You do more damage with your Weapons, but all your Traps do less damage.

Level	Cost	Effect
1	2 Single-Shot, 2 Automatic, 2 Deployable	+5%/-1%
2	4 Single-Shot, 4 Automatic, 4 Deployable	+10%/-2%
3	6 Single-Shot, 6 Automatic, 6 Deployable	+15%/-5%
4	8 Single-Shot, 8 Automatic, 8 Deployable	+25%/-10%

Trap Damage

Your Traps do more damage.

Level	Cost	Effect
1	3 Traps	+5% damage
2	5 Traps	+10% damage
3	8 Traps	+25% damage
4	13 Traps	+50% damage

Weapon Damage - Automatic

Your Automatic weapons do more damage.

Level	Cost	Effect
1	3 Automatic	+5% damage
2	5 Automatic	+10% damage
3	8 Automatic	+15% damage
4	13 Automatic	+25% damage

Weapon Damage - Deployables

Your Deployables do more damage.

Level	Cost	Effect
1	3 Deployable	+5% damage
2	5 Deployable	+10% damage
3	8 Deployable	+15% damage
4	13 Deployable	+25% damage

Weapon Damage - Melee

Your melee weapon does more damage.

Level	Cost	Effect
1	3 Melee	+5% damage
2	5 Melee	+10% damage
3	8 Melee	+15% damage
4	13 Melee	+25% damage

Weapon Damage - Single-Shot

Your Single-Shot weapons do more damage.

Level	Cost	Effect
1	3 Single-Shot	+5% damage
2	5 Single-Shot	+10% damage
3	8 Single-Shot	+15% damage
4	13 Single-Shot	+25% damage

HERO

While this requires you to subscribe to a particularly generous definition of the word hero, Hero Overdrives let you tinker with your damage output or resistances.

Electric Damage

Your electrical attacks inflict more damage.

Level	Cost	Effect
1	1 Fizzco Killing	+5% damage
2	3 Fizzco Killing	+10% damage
3	5 Fizzco Killing	+15% damage
4	8 Fizzco Killing	+25% damage

Fire Damage

Your fire attacks inflict more damage.

Level	Cost	Effect
1	1 OD Killing	+5% damage
2	3 OD Killing	+10% damage
3	5 OD Killing	+15% damage
4	8 OD Killing	+25% damage

Fizzbot Killer

You do more damage to all Fizzco-brand robots.

Level	Cost	Effect
1	3 Fizzco Killing	+5% damage
2	5 Fizzco Killing	+10% damage
3	8 Fizzco Killing	+15% damage
4	13 Fizzco Killing	+25% damage

Fizzbot Rival

You do more damage to all Fizzco-brand robots, but they do more damage to you.

Level	Cost	Effect
1	5 Fizzco Killing	+5% damage, +1% damage taken
2	8 Fizzco Killing	+10% damage, +2% damage taken
3	13 Fizzco Killing	+25% damage, +5% damage taken
4	24 Fizzco Killing	+50% damage, +10% damage taken

Glass Cannon

You inflict more damage with every attack, but your maximum health is reduced correspondingly.

Level	Cost	Effect
1	3 OD Killing, 3 Scab Killing, 3 Fizzco Killing	+5% damage, -5% health
2	5 OD Killing, 5 Scab Killing, 5 Fizzco Killing	+10% damage, -10% health
3	8 OD Killing, 8 Scab Killing, 8 Fizzco Killing	+15% damage, -15% health
4	13 OD Killing, 13 Scab Killing, 13 Fizzco Killing	+25% damage, -25% health

Health

Your maximum health increases.

Level	Cost	Effect
1	1 OD Killing, 1 Scab Killing, 1 Fizzco Killing	+10% health
2	3 OD Killing, 3 Scab Killing, 3 Fizzco Killing	+20% health
3	5 OD Killing, 5 Scab Killing, 5 Fizzco Killing	+30% health
4	8 OD Killing, 8 Scab Killing, 8 Fizzco Killing	+50% health

Health Regen

You regenerate a small amount of health every second.

Level	Cost	Effect
1	5 OD Killing, 5 Scab Killing, 5 Fizzco Killing	0.2% maximum health/second
2	8 OD Killing, 8 Scab Killing, 8 Fizzco Killing	0.5% maximum health/second
3	13 OD Killing, 13 Scab Killing, 13 Fizzco Killing	1.0% maximum health/second
4	24 OD Killing, 24 Scab Killing, 24 Fizzco Killing	2.0% maximum health/second

Less Damage - Fizzco Bots

You take less damage from all Fizzco robots.

Level	Cost	Effect
1	3 Fizzco Killing	-1% damage
2	5 Fizzco Killing	-2% damage
3	8 Fizzco Killing	-5% damage
4	13 Fizzco Killing	-10% damage

Less Damage - OD

You take less damage from all OD.

Level	Cost	Effect
1	3 OD Killing	-1% damage
2	5 OD Killing	-2% damage
3	8 OD Killing	-5% damage
4	13 OD Killing	-10% damage

Less Damage - Scabs

You take less damage from all Scabs.

Level	Cost	Effect
1	3 Scab Killing	-1% damage
2	5 Scab Killing	-2% damage
3	8 Scab Killing	-5% damage
4	13 Scab Killing	-10% damage

OD Killer

You do more damage to all OD.

Level	Cost	Effect
1	3 OD Killing	+5% damage
2	5 OD Killing	+10% damage
3	8 OD Killing	+15% damage
4	13 OD Killing	+25% damage

OD Rival

You do more damage to all OD, but they also do more damage to you.

Level	Cost	Effect
1	5 OD Killing	+5% damage, +1% damage taken
2	8 OD Killing	+10% damage, +2% damage taken
3	13 OD Killing	+25% damage, +5% damage taken
4	24 OD Killing	+50% damage, +10% damage taken

Plus/Minus

Your health goes down every second, but you do more damage with all attacks.

The health drain from Plus/Minus is capable of killing you. You will want to make up for the drain somehow. If you keep the Health Regen Overdrive equipped simultaneously and upgraded to the same level, Regen restores more health per second than Plus/Minus takes, if only barely.

Level	Cost	Effect
1	3 OD Killing, 3 Scab Killing, 3 Fizzco Killing	-0.4% health/second, +5% damage
2	5 OD Killing, 5 Scab Killing, 5 Fizzco Killing	-0.6% health/second, +10% damage
3	8 OD Killing, 8 Scab Killing, 8 Fizzco Killing	-0.8% health/second, +25% damage
4	13 OD Killing, 13 Scab Killing, 13 Fizzco Killing	-1.0% health/second, +50% damage

Scab Killer

You do more damage to all Scabs.

Level	Cost	Effect
1	3 Scab Killing	+5% damage
2	5 Scab Killing	+10% damage
3	8 Scab Killing	+15% damage
4	13 Scab Killing	+25% damage

Scab Rival

You do more damage to all Scabs, but they also do more damage to you.

Level	Cost	Effect
1	5 Scab Killing	+5% damage, +1% damage taken
2	8 Scab Killing	+10% damage, +2% damage taken
3	13 Scab Killing	+25% damage, +5% damage taken
4	24 Scab Killing	+50% damage, +10% damage taken

STYLE

To get the most out of your Amps, you need to maintain a high level of Style. These Overdrives make that easier by improving the rate at which your kills or moves generate Style and adding benefits to the higher Style levels.

Fierce Style - Style Level 2

It takes you more Style to reach level 2, but you inflict more damage while you're at that level of Style.

Level	Cost	Effect
1	2 Grind, 2 Wall Run, 2 Bounce, 2 Pole Swing	+5% style, +1% damage
2	3 Grind, 3 Wall Run, 3 Bounce, 3 Pole Swing	+10% style, +2% damage
3	5 Grind, 5 Wall Run, 5 Bounce, 5 Pole Swing	+15% style, +5% damage
4	8 Grind, 8 Wall Run, 8 Bounce, 8 Pole Swing	+25% style, +10% damage

Fierce Style - Style Level 3

It takes you more Style to reach level 3, but you inflict more damage while you're at that level of Style.

Level	Cost	Effect
1	3 Grind, 3 Wall Run, 3 Bounce, 3 Pole Swing	+5% style, +1% damage
2	5 Grind, 5 Wall Run, 5 Bounce, 5 Pole Swing	+10% style, +2% damage
3	8 Grind, 8 Wall Run, 8 Bounce, 8 Pole Swing	+15% style, +5% damage
4	13 Grind, 13 Wall Run, 13 Bounce, 13 Pole Swing	+25% style, +10% damage

High Style - Automatic Weapons

Kills made with Automatic weapons generate more Style.

Level	Cost	Effect
1	1 Automatic	+10% style
2	3 Automatic	+20% style
3	5 Automatic	+30% style
4	8 Automatic	+50% style

High Style - Bounce

Bouncing generates more Style.

Level	Cost	Effect
1	1 Bounce	+10% style
2	3 Bounce	+20% style
3	5 Bounce	+30% style
4	8 Bounce	+50% style

High Style - Deployables

Kills with Deployable weapons generate more Style.

Level	Cost	Effect
1	1 Deployable	+10% style
2	3 Deployable	+20% style
3	5 Deployable	+30% style
4	8 Deployable	+50% style

High Style - Grind

Grinding generates more Style.

Level	Cost	Effect
1	1 Grind	+10% style
2	3 Grind	+20% style
3	5 Grind	+30% style
4	8 Grind	+50% style

High Style - Melee

Kills with your melee weapon generate more Style.

Level	Cost	Effect
1	1 Melee	+10% style
2	3 Melee	+20% style
3	5 Melee	+30% style
4	8 Melee	+50% style

High Style - Pole Swings

Pole Swings generate more Style.

Level	Cost	Effect
1	1 Pole Swing	+10% style
2	3 Pole Swing	+20% style
3	5 Pole Swing	+30% style
4	8 Pole Swing	+50% style

High Style - Single-Shot Weapons

Kills with Single-Shot weapons generate more Style.

Level	Cost	Effect
1	1 Single-Shot	+10% style
2	3 Single-Shot	+20% style
3	5 Single-Shot	+30% style
4	8 Single-Shot	+50% style

High Style - Style Generation

You receive a small bonus to all Style generated.

Level	Cost	Effect
1	1 Grind, 1 Wall Run, 1 Bounce, 1 Pole Swing	+1% style
2	2 Grind, 2 Wall Run, 2 Bounce, 2 Pole Swing	+2% style
3	4 Grind, 4 Wall Run, 4 Bounce, 4 Pole Swing	+5% style
4	6 Grind, 6 Wall Run, 6 Bounce, 6 Pole Swing	+10% style

High Style - Undergrind

Undergrinds generate more Style.

Level	Cost	Effect
1	2 Grind	+10% style
2	3 Grind	+20% style
3	5 Grind	+30% style
4	8 Grind	+50% style

High Style - Wall Run

Wall running generates more Style.

Level	Cost	Effect
1	1 Wall Run	+10% style
2	3 Wall Run	+20% style
3	5 Wall Run	+30% style
4	8 Wall Run	+50% style

Quick Style - Style Level 2

It requires less Style to reach level 2.

Level	Cost	Effect
1	1 Grind, 1 Wall Run, 1 Bounce, 1 Pole Swing	-5% style
2	2 Grind, 2 Wall Run, 2 Bounce, 2 Pole Swing	-10% style
3	4 Grind, 4 Wall Run, 4 Bounce, 4 Pole Swing	-15% style
4	6 Grind, 6 Wall Run, 6 Bounce, 6 Pole Swing	-25% style

Quick Style - Style Level 3

It requires less Style to reach level 3.

Level	Cost	Effect
1	2 Grind, 2 Wall Run, 2 Bounce, 2 Pole Swing	-5% style
2	3 Grind, 3 Wall Run, 3 Bounce, 3 Pole Swing	-10% style
3	5 Grind, 5 Wall Run, 5 Bounce, 5 Pole Swing	-15% style
4	8 Grind, 8 Wall Run, 8 Bounce, 8 Pole Swing	-25% style

Resilient Style

You take less damage per level of your current Style.

Level	Cost	Effect
1	5 Grind, 5 Wall Run, 5 Bounce, 5 Pole Swing	-1% damage/Style level
2	8 Grind, 8 Wall Run, 8 Bounce, 8 Pole Swing	-2% damage/Style level
3	13 Grind, 13 Wall Run, 13 Bounce, 13 Pole Swing	-5% damage/Style level
4	24 Grind, 24 Wall Run, 24 Bounce, 24 Pole Swing	-10% damage/Style level

BUILDS

One of the advantages to *Sunset Overdrive's* particular kind of combat is that even without using Amps or Overdrives at all, you are not meant to be taking hits. You get knocked into next week by just about anything that makes contact, so you'll always want to focus on avoidance. As such, using Overdrive builds that lower your own damage resistance aren't the death sentence they look like. It is, after all, difficult to die in a fight if everything else is dead.

MAXIMUM DAMAGE

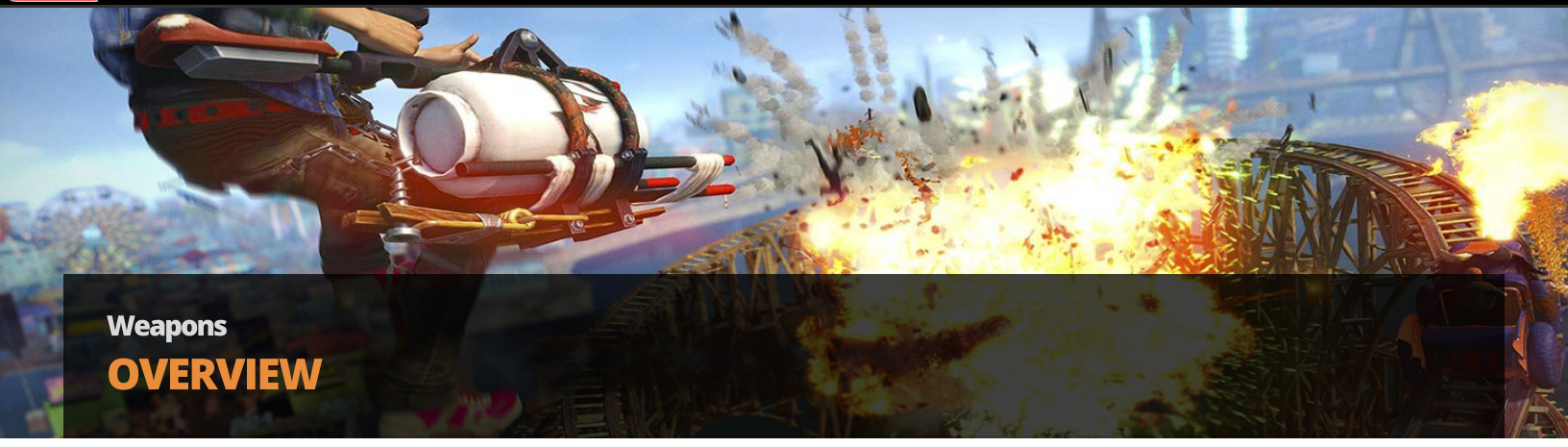
Use Glass Cannon, Plus/Minus, Sacrifice - Weapons, OD Rival, and OD Killer, with Health Regen to help compensate for the drain from Plus/Minus. Assuming all Overdrives are at level 4, you end up with a total 175% damage increase against OD, which is amazing in night defense during Chaos Squad. If you really want to make Scabs or Fizzbots die instead, that's as easy as swapping out the enemy-specific Overdrives.

I DON'T WANT TO DIE

Take Health, Health Regen, and swap out the various Less Damage Overdrives based upon what you're fighting, or at least what you're fighting the most. Use Resilient Style combined with the two Quick Style Overdrives to speed up the rate at which you achieve Style levels 2 and 3, assuring yourself a constant level of mild damage reduction whenever you're in a real fight.

TRAP MASTER

With Sacrifice - Traps, Trap Damage, OD Killer, and OD Rival, you'll be well-suited to deal with whatever a night defense challenge can throw your way. If you're using Tesla Traps, Electric Damage is a good pick; otherwise, Fire Damage may work better, particularly if you've set up Grind Cookers and Pyro Geysers.



Weapons

OVERVIEW

A big reason why this is the “Awesomepocalypse” (patent pending) is because you get to run around firing experimental homemade automatic weapons without a care in the world, at literal monsters, who are probably not subject to the Geneva Convention. There are no rules, and if there were, you’d be breaking them anyway.

Sunset Overdrive carries forward a proud Insomniac tradition of having a large arsenal full of crazy weapons, none of which are actually bad. The worst thing you can say about a few of these guns is that they’re made obsolete later, or that they’re best for particular situations. You should constantly be experimenting with each gun, finding your favorites and tinkering to find new combinations. It’s your Awesomepocalypse; blow it up in the way you think is best.

Weapons

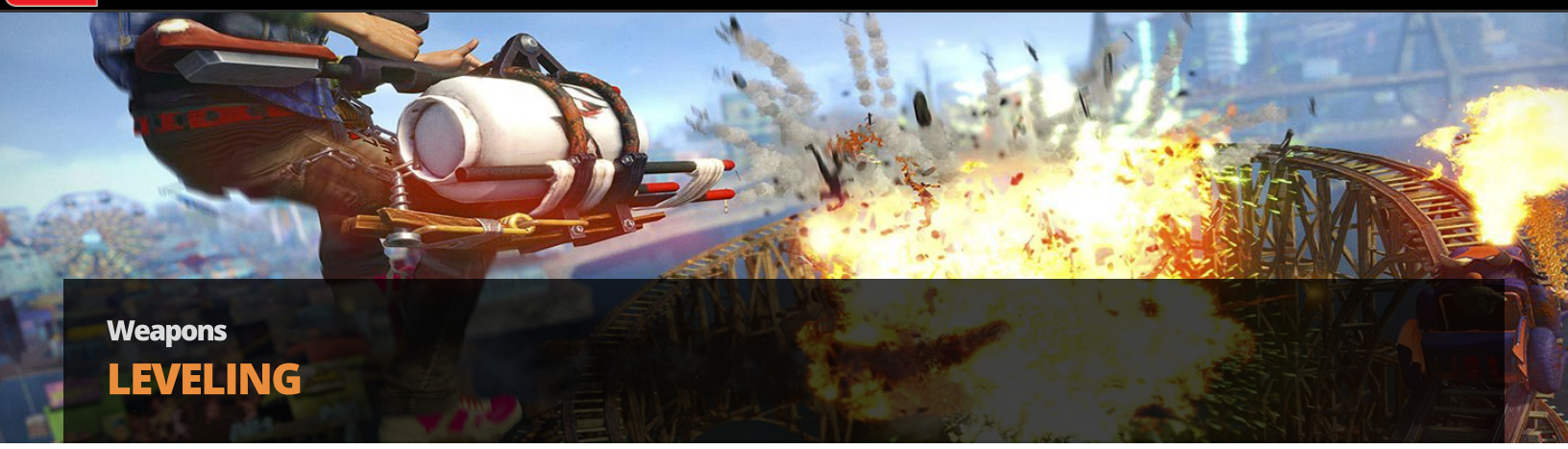
WEAPON SUSCEPTIBILITY

As you can see from your weapons' stat screen, each is ranked for its effectiveness against a particular kind of enemy—the OD, the Scabs, Fizzco's mechanized security forces, or big walls of meat like Herkers or Spawners—on a scale of one to four stars.

As a rule, a three-star rank means that a weapon inflicts its full damage to an enemy that belongs to that category. A lower rank means the weapon incurs a damage penalty when it hits an enemy in that category. As a guideline, a weapon with a two-star rank inflicts half damage to that type of enemy, and a weapon with a one-star rank inflicts a quarter of its usual damage.

This damage reduction does not necessarily affect any secondary effects that the weapon might have. For example, the Dirty Harry does half damage to robots, but if you shoot a Fizzco Rifle Bot with it, it still knocks the robot over.

A weapon with a four-star rank against a given type of enemy receives a multiplier to its base damage. This differs from case to case, but can be anywhere from 125% to 200%.



Weapons

LEVELING

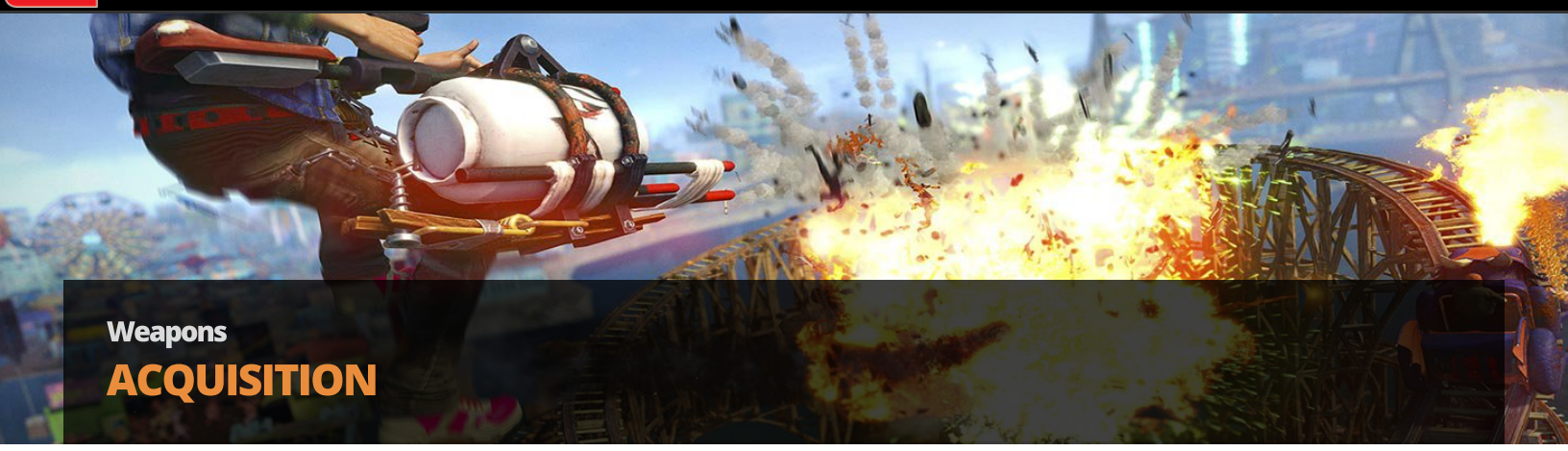
When you first acquire a weapon, it's at level 1. You can gradually level a gun up to level 5, which improves its damage output, ammo capacity, and several of its secondary stats such as effect radius or rate of fire.

Once a weapon's reached level 2, you're also able to equip it with a Weapon Amp, expanding its capabilities. Weapon Amps are dealt with in detail in the section following this one, but for now it's enough to know that it's a potentially lethal modification.

WEAPON CHALLENGE XP

If you undertake a Weapon Challenge before you purchase or unlock the weapon for ordinary use (for example, the Shocker Challenge in the Old Factory District is often unlocked well before you can afford to buy the Shocker), the game still tracks the XP that you earn by using the weapon in the challenge.

Earning XP with most guns requires that you inflict damage, and the more damage the guns do, the faster they level. If you want to power-level a new gun, your best bet is to deliberately hunt down whatever class of enemy it's strongest against.



Weapons

ACQUISITION

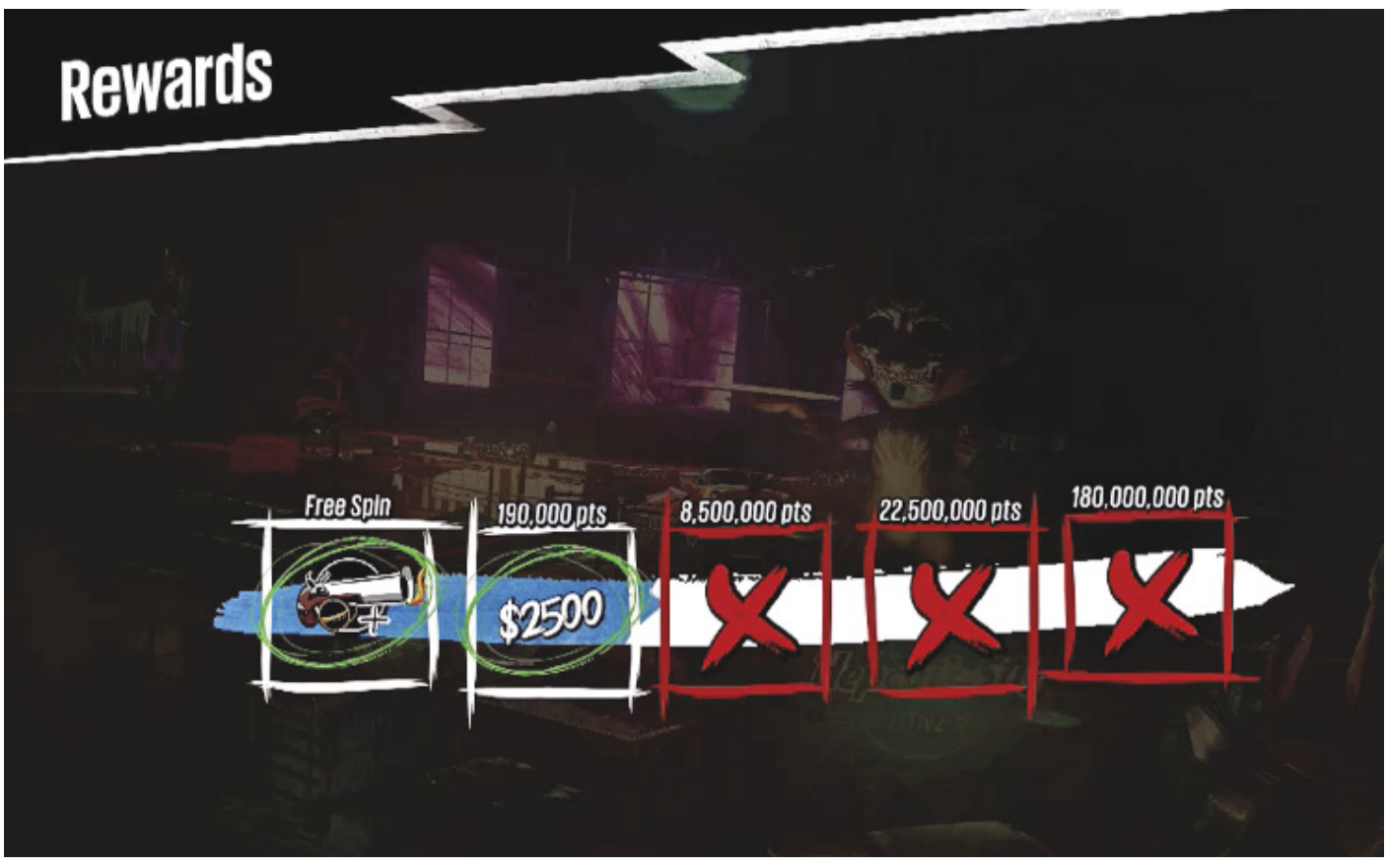
You begin the game proper, following Walter's tutorial mission, with the Flaming Compensator, High Fidelity, and Dirty Harry—a well-rounded arsenal for use against the OD or even Scabs. Fizzco robots, on the other hand, will give you trouble until you're able to accumulate something more effective, such as The Shocker.

Assuming that you stick entirely to the single-player campaign and never touch Chaos Squad, you will gradually unlock almost every weapon in the game by progressing through the story. By the time you clear "Concertpocalypse," you should have every gun either in your inventory or available for purchase via Two Hat Jack (with the exception of the ProPain Launcher).

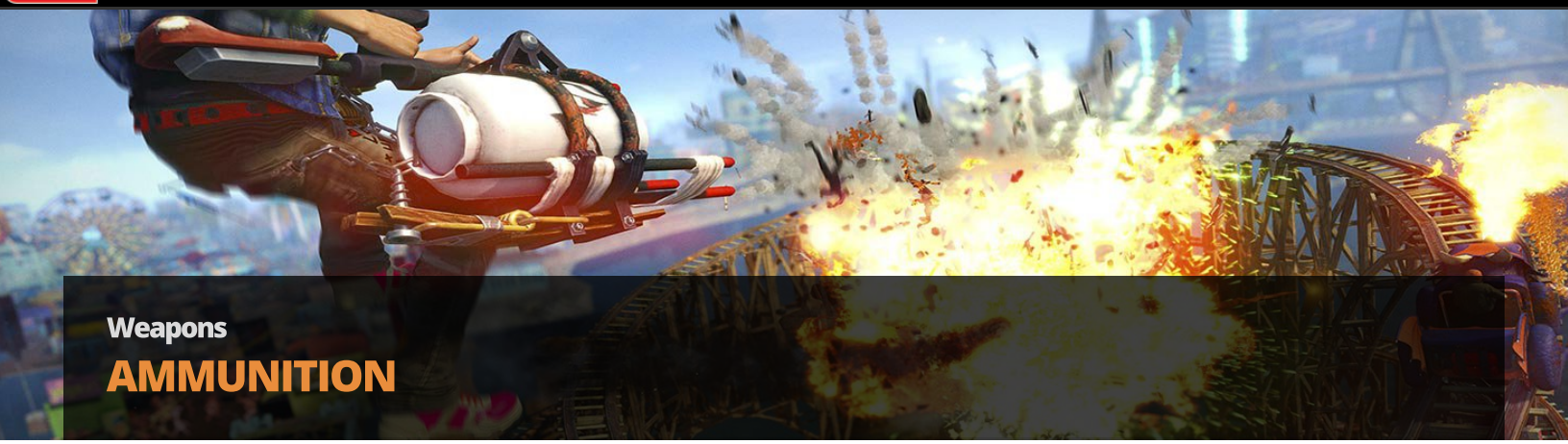
Many of the later guns are prohibitively expensive, starting with the Fizzbot Rifle, which is meant as an incentive to play Chaos Squad, where you can earn them for "free." There is a carefully managed amount of Overcharge available in the single-player game via Mission, Quest, and Challenge rewards. If you clear most of the Missions, Quests, and Challenges, you should have just enough Overcharge to buy all the available weapons as long as you don't spend too much on Jack's Collectible maps.

UNLOCKING WEAPONS & MOVES WITH CHAOS SQUAD

Due to how Chaos Squad works, you can completely wreck the game's faint semblance of a power curve by spending time playing, as traversal moves unlock according to the time you spend. Thus, you can easily unlock weapons and traversal moves that you're not "supposed" to have yet.



If you do play Chaos Squad, you can get a number of rewards from the "spinners" at the end of a successful match. These rewards can include cash, Overcharge, clothing and other cosmetic accessories, guns that you haven't unlocked yet, the ProPain Launcher, temporary power-ups for various guns, and level-2 versions of Amps. Chaos Squad is the only way to get the ProPain Launcher, as well as several other cosmetic items.

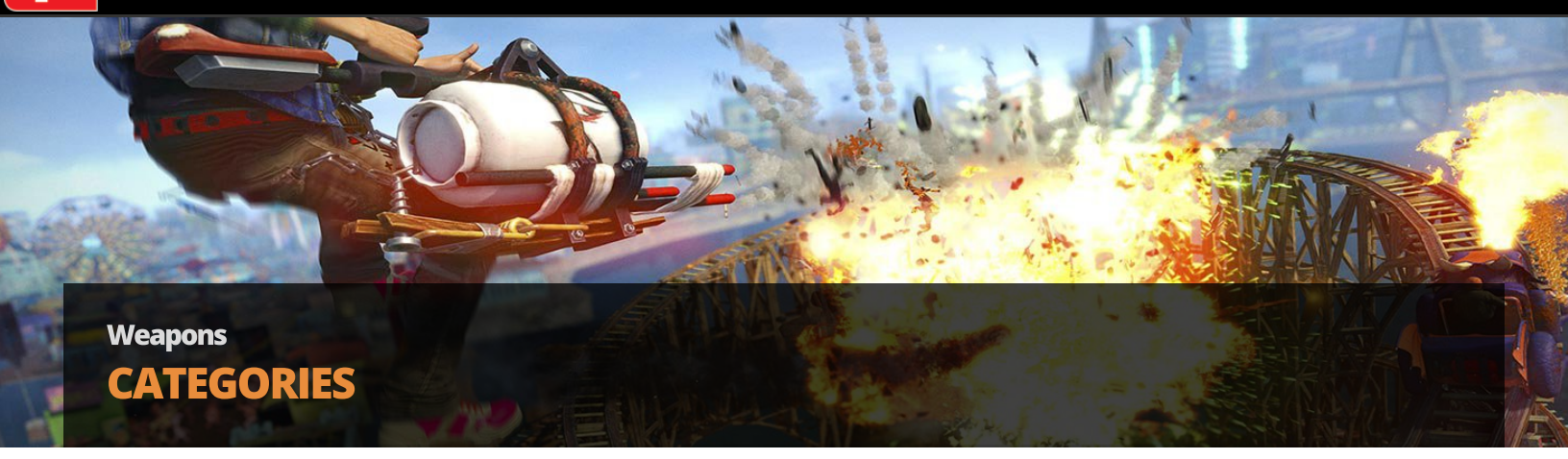


Weapons

AMMUNITION

You can reload every weapon in your arsenal at once by buying ammo from Two Hat Jack. This costs a trivial amount of Overcharge. Alternatively, black ammunition boxes can appear as drops from dead enemies, or can be found inside red Murica Munitions crates that are scattered throughout Sunset City.

The type of ammunition found in a black box is randomly determined when it spawns, and the amount of ammo you get by picking up a black box is a fixed amount determined by the weapon itself. This is indicated by the Ammo Pickup stat in the weapon breakdowns in this section.



Weapons

CATEGORIES

All of your weapons fall into one of three categories. These categories only matter for the sake of earning Badges (see Overdrives), and don't really have an additional effect.

Automatic weapons refer to anything that will keep firing continuously when you hold the button down, until you either let go or the magazine's empty. This obviously refers to "machine guns" like the High Fidelity or Fizzbot Rifle, but also refers to less obvious guns such as the Shocker or Murderang.

Single-Shot weapons inflict their damage through one big crowd-pleasing hit. This refers to both high-caliber hand cannons like the Dirty Harry or Ahab, as well as "grenade launchers" like the TNTeddy or Hair Spray Bomb.

Finally, Deployables linger in the environment on their own until consumed or their internal timers expire, and your involvement with them ends the moment they're in play. Deployables include Turret Copters, Taunt Bots, and Proximity Mines.

An important note about Deployables is that there is no reason, once you have a few to play with, not to use them constantly. One of the keys to rapidly dealing with big enemies or huge waves of OD is to use as many different attacks at once as you can. Deploy Turret Copters to back yourself up, force enemies to wade through acid or Pulse Mines to get to you, and split their focus with Taunt Bots. Deployables are arguably the most potent weapons in the game, so use them as often as possible.

Weapons

WEAPON BREAKDOWNS

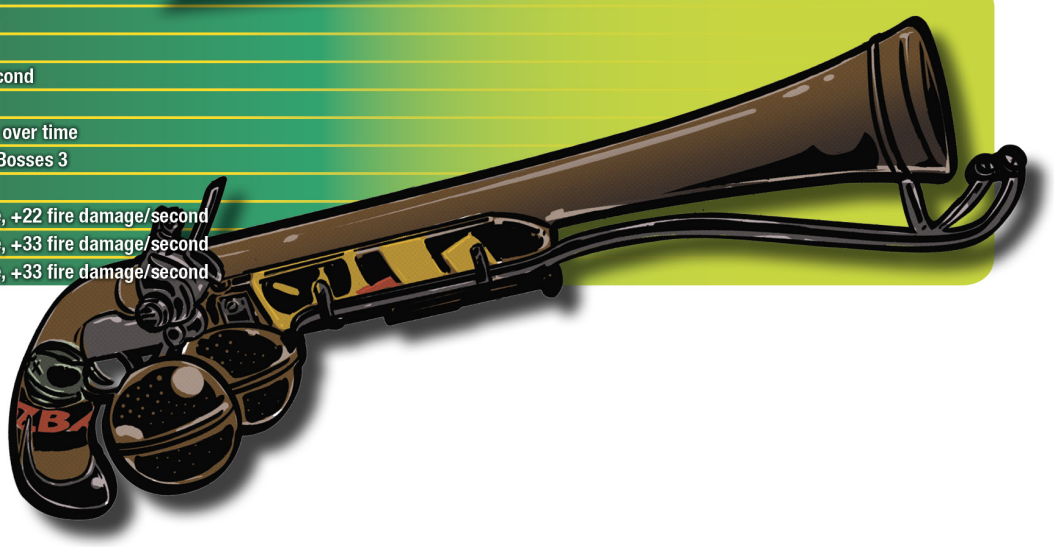
The following list deals with each weapon in roughly the order in which they are received in a strictly single-player game.

Unless otherwise noted, weapon's range is listed in yards.

All bonuses conveyed at each level for a weapon are cumulative.

FLAMING COMPENSATOR

Category	Single-Shot
Acquisition	Complete "Horror Night."
Base Capacity	18
Base Damage	66 + 128 fire damage/second
Ammo Pickup	10
Effect	Knockdown, fire damage over time
Susceptibility	OD 4, Scabs 3, Robots 1, Bosses 3
Level 2	+2 capacity, Amp slot
Level 3	+2 capacity, +17 damage, +22 fire damage/second
Level 4	+2 capacity, +25 damage, +33 fire damage/second
Level 5	+2 capacity, +21 damage, +33 fire damage/second

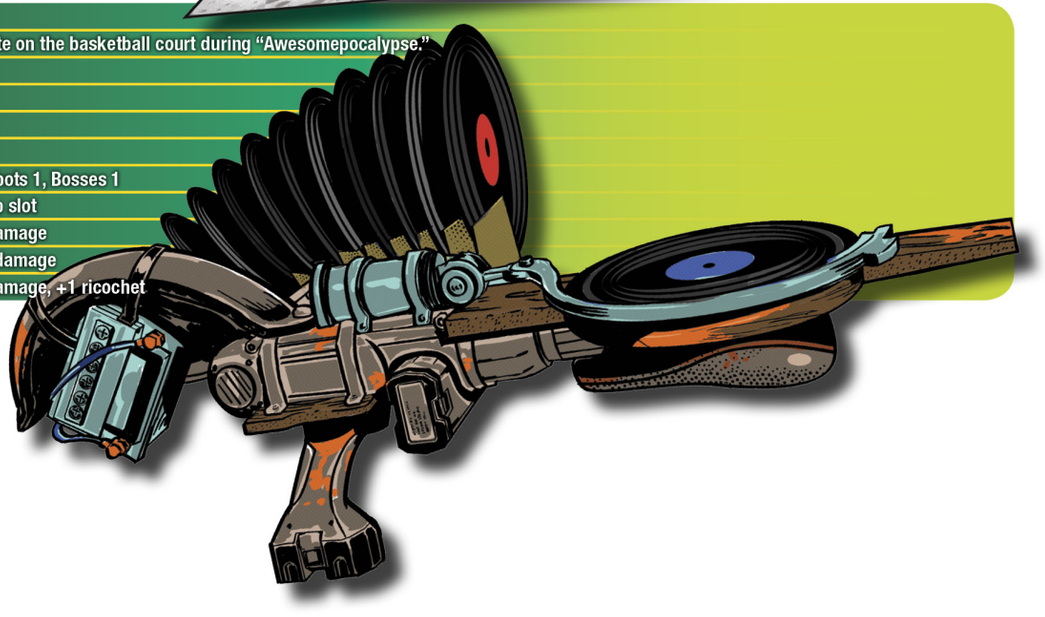


Your first weapon is not merely an extremely obvious metaphor, but it is one of your best all-around weapons in the early game. It has a decent-sized clip, is very effective against the OD, and even though it looks and works a bit like a shotgun, its damage doesn't fall off as much as you'd expect at medium range.

A hit from the Compensator has a good chance of knocking its target over and/or setting it on fire. In the latter case, the fire effect inflicts a lot more damage than the shot does, which makes it an excellent weapon for "drive-by" attacks on Scabs and OD. The Compensator's one real weakness is that it's virtually useless against robots, as are most fire-based weapons, but it never loses its value as an anti-OD street cleaner.

HIGH FIDELITY

Category	Automatic
Acquisition	Bust open the crate on the basketball court during "Awesomepocalypse."
Base Capacity	70
Base Damage	15
Ammo Pickup	40
Effect	Ricochet
Susceptibility	OD 4, Scabs 1, Robots 1, Bosses 1
Level 2	+10 capacity, Amp slot
Level 3	+5 capacity, +3 damage
Level 4	+15 capacity, +3 damage
Level 5	+5 capacity, +3 damage, +1 ricochet



The High Fidelity fires vinyl records on full automatic (pretend they're all by a band you hate!), each of which can ricochet three times after striking their initial target (and four times when the Fidelity reaches level 5), inflicting slightly higher damage to each subsequent enemy they hit.

An individual record does very little damage, but the Fidelity has the most user-friendly auto-aim of any weapon in the game and a high rate of fire. It's a good way to clear out oncoming crowds of standard-issue OD and it's very difficult to miss with it, but against any other kind of opponent, the Fidelity is barely better than harsh language. In short, this is designed to be the gun you use while you're learning Sunset Overdrive's particular rhythm, and once you've got that down, it's usually time to trade out the Fidelity for something better.

The High Fidelity does have one other thing going for it, and that's its potential as a delivery system for Weapon Amps. Since its damage per shot is so low, the Fidelity is an excellent gun to use with "on-hit" Amps such as Hater, Rocket Man, or Stun Rounds. This allows you to enrage, electrify, or explode entire crowds of OD or Scabs with one long burst from the Fidelity, which vastly increases both its utility and potential damage.

DIRTY HARRY

Category	Single-Shot
Acquisition	Purchase from Two Hat Jack for 10 Overcharge during "Awesomepocalypse."
Base Capacity	14
Base Damage	80
Ammo Pickup	8
Effect	Knockdown
Effectiveness	OD 2, Scabs 4, Robots 2, Bosses 4
Level 2	+2 capacity, Amp slot
Level 3	+2 capacity, +15 damage, +0.20 rounds per second
Level 4	+2 capacity, +25 damage
Level 5	+2 capacity, +20 damage, +0.25 rounds per second

The Dirty Harry is the first weapon you can get that's an actual gun, rather than some gun-like object made from debris and insanity. It's a hand cannon, capable of dropping Scab Shooters and Rushers in one hit each, but its low capacity can be a problem.

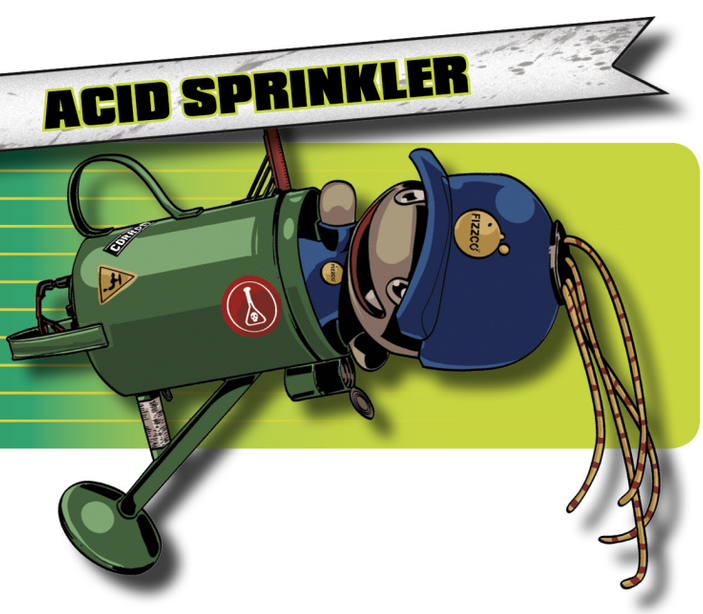
Like other firearms, the Harry is a "hitscan" weapon: its projectiles have no travel time and thus cannot be avoided by fast-moving opponents. This can be valuable when you're on the move.

As you progress, the Ahab overtakes the Dirty Harry on pure damage, but the Harry has the edge on rate of fire. It's a good weapon to unload into a Herker or Spawner you just hit with a Freeze Bomb, or to use against distant Scabs who are firing from rooftops or balconies.

In the hands of lunatics like you, an ordinary Fizzie-brand lawn sprinkler can be made into a twirling fountain of sickly green death. When deployed, an Acid Sprinkler remains in place for up to 20 seconds, soaking anything that strays into its range (4 yards, or 5 yards at level 5) with a coat of acid that inflicts damage over time. There's no initial burst of damage on application from the Acid Sprinkler, which means an enemy often gets a few seconds to act before the acid takes it down, but the damage is high enough that it isn't often a problem.

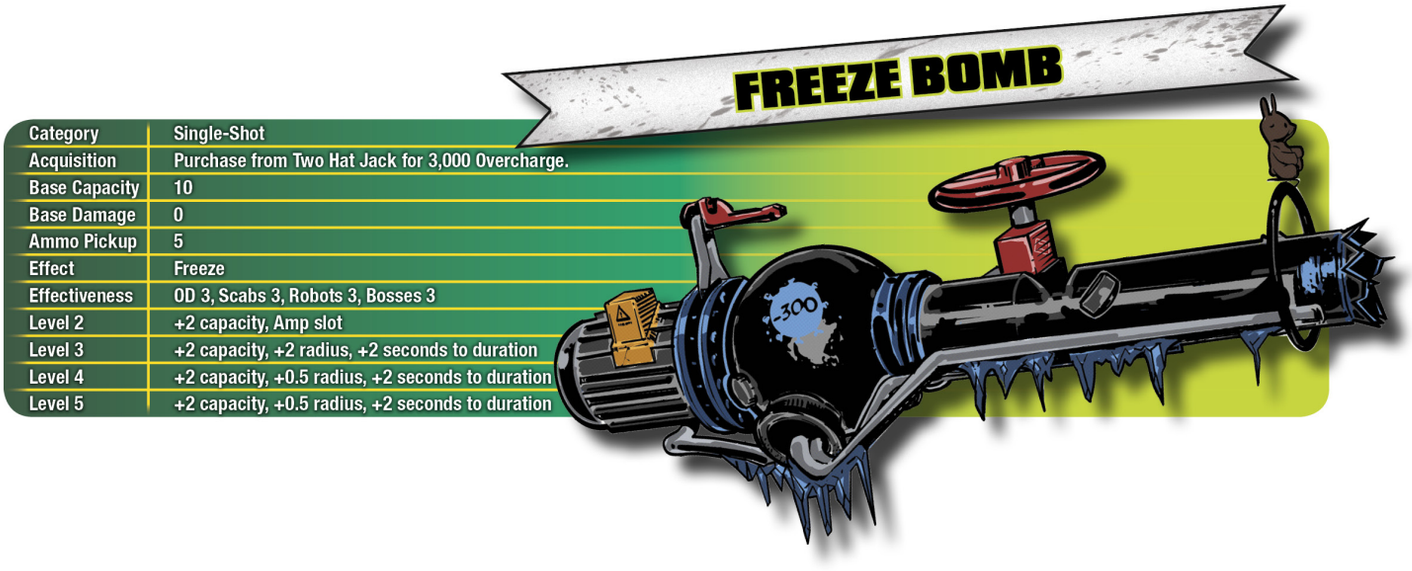
ACID SPRINKLER

Category	Deployable
Acquisition	Purchase from Two Hat Jack for 6,000 Overcharge.
Base Capacity	5
Base Damage	30 damage/second
Ammo Pickup	3
Effect	Acid damage over time
Effectiveness	OD 4, Scabs 2, Robots 3, Bosses 3
Level 2	+1 capacity, Amp slot
Level 3	+1 capacity, +10 damage/second, +5 seconds to duration
Level 4	+2 capacity, +10 damage/second, +5 seconds to duration
Level 5	+1 capacity, +10 damage/second, +1 range



The Acid Sprinkler is excellent for point defense, particularly when you can employ them in a bottleneck (e.g., the bridges before the barricades on the Downtown night defense map), and it's one of the first weapons you can acquire that deals its full damage against Fizzco Robots.

While the Sprinkler has a few downsides that later deployables don't—it can't move once it's out and it only affects a small area around itself—it's very useful for clearing rooftops and guarding doorways. You can use it in conjunction with Taunt Bots or other distractions to draw in and slaughter massive crowds of OD.



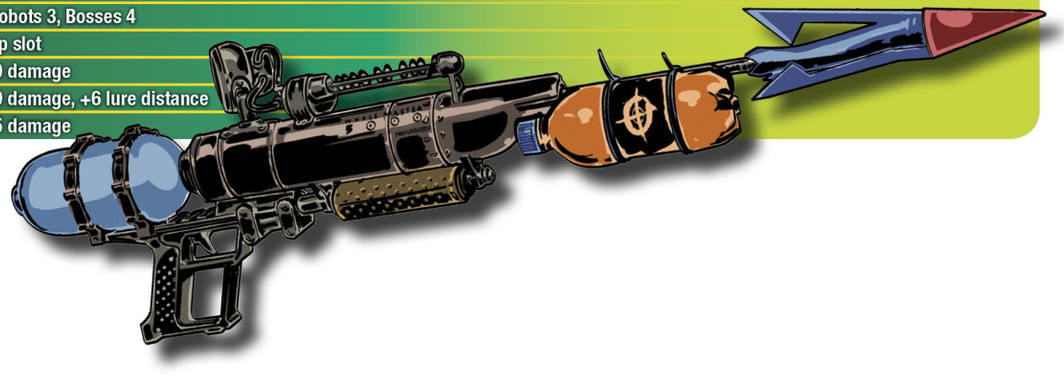
When the Freeze Bomb explodes, it turns enemies into ice sculptures for 6.5 yards in every direction. By itself, this does no damage, and the effect expires after a base duration of 12 seconds. You can shatter frozen enemies with hits from other weapons or a second direct hit from the Freeze Bomb.

Larger opponents, like Herkers, Spawners, or Muggers, require several hits in a row before they freeze up. Against them, the Freeze Bomb is "just" a lengthy stun, which is one of the best ways to deal with them in the early game. You can freeze them with a few Bombs, then switch weapons and unload on them until they drop.

As the game progresses and you accumulate more weaponry, the Freeze Bomb is still one of your best options for pure crowd control. It's excellent for saving survivors, slowing down a horde of OD in Chaos Squad, or defending your Overcharge vats during night defense.

CAPTAIN AHAB

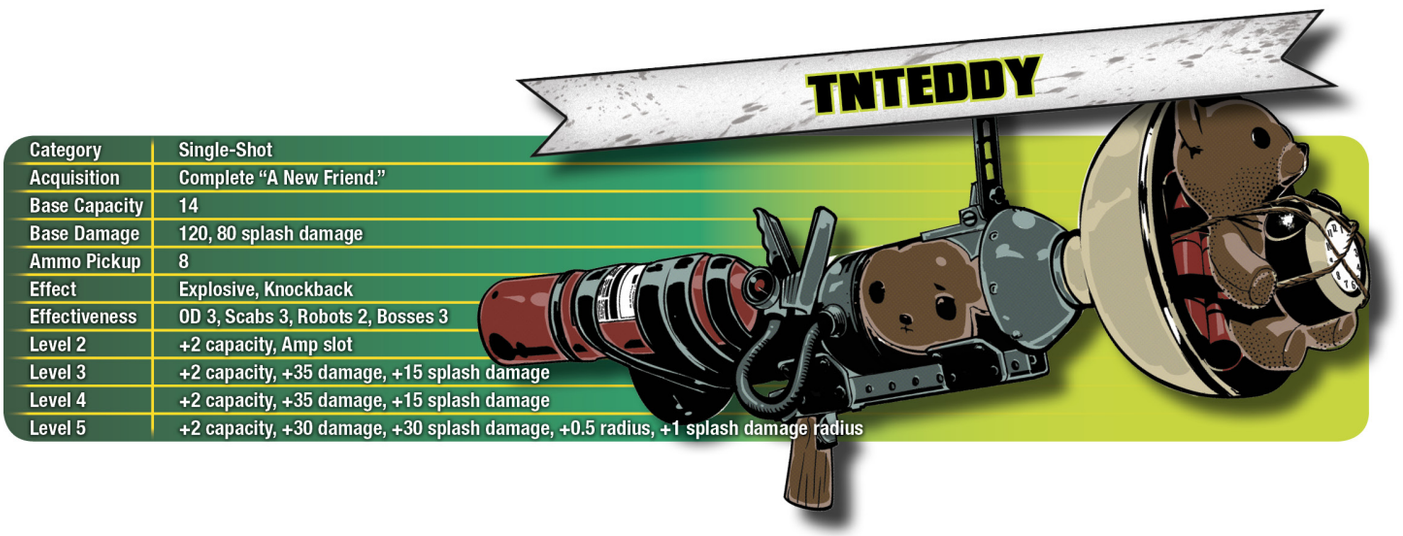
Category	Single-Shot
Acquisition	Two Hat Jack offers the Ahab for 9,000 Overcharge after you complete “Amptastic!”
Base Capacity	8
Base Damage	150
Ammo Pickup	5
Effect	Lure
Effectiveness	OD 3, Scabs 1, Robots 3, Bosses 4
Level 2	+2 capacity, Amp slot
Level 3	+2 capacity, +40 damage
Level 4	+2 capacity, +40 damage, +6 lure distance
Level 5	+2 capacity, +45 damage



The Ahab does more raw damage than the Dirty Harry, but the Ahab’s harpoons have a slight travel time and it suffers from a low rate of fire. It’s surprisingly great against Wingers, can reliably knock a big chunk of life off of Herkers, and is often a one-hit kill against Rifle or Blade Bots.

As a secondary effect, if the Ahab’s harpoon strikes a wall or floor without hitting an enemy, it ejects a short-lived stream of Overcharge that can form a pool on the ground nearby. (The stream evaporates if there are more than a few yards between it and the ground.) This attracts any nearby OD to come over and start drinking from it, and will at least distract more powerful enemies like Blowers.

The pool of Overcharge from the Ahab lasts 15 seconds and is not capable of forcing OD to mutate into Poppers. You can use the pool to distract hordes of OD during night defense or, more frequently, to lure them into mines, traps, or environmental hazards. It’s particularly fun to shoot a few of the Ahab’s spikes into the train tracks during the first Buck National challenge, then run all the OD down at once with the Pain Train.



Rated by Lovable Sociopath Monthly as the most adorable way to cause an explosion, the TNTeddy launches impact-fused dynamite-laced stuffed bears along a shallow arc. They detonate on contact with a hostile target or after two seconds, whichever happens first. The target and all enemies within 3.5 yards take full damage, while all enemies within an additional two yards of the explosion take roughly 66% damage.

The TNTeddy's blast covers less ground than the Hair Spray Bomb and does less damage overall, but the TNTeddy's detonation does more direct damage to its primary target and inflicts a longer stun/knockdown. This is largely irrelevant in single-player—dead is dead one way or the other—but in Chaos Squad, the TNTeddy is better for crowd control and damage per second. This is useful in high-Chaos defense maps when you're less interested in a body count than you are in just slowing the enemy down.

Note: TNTeddy's explosion, like every other AoE attack you have, does not inflict damage to you or any other friendly target. You can use it at point-blank range to clear some space, or send out teddy bears to blow up everything except the survivor you're trying to rescue.

THE DUDE

Category	Single-Shot
Acquisition:	After you complete "Bora Bora Water Factory," this becomes available from Two Hat Jack for 9,500 Overcharge.
Base Capacity	8
Base Damage	50/90/140*
Ammo Pickup	4
Effect	Knockdown, Ricochet
Effectiveness	OD 4, Scabs 3, Robots 3, Bosses 4
Level 2	+1 capacity, Amp slot
Level 3	+1 capacity, -0.1/-0.2 charge time**, +10/+10/+25 direct damage*, +3/+5/+10 arc damage*
Level 4	+2 capacity, -0.1/-0.2 charge time**, +10/+15/+25 direct damage*, +3/+5/+10 arc damage*
Level 5	+2 capacity, -0.05/-0.1 charge time**, +10/+10/+15 direct damage*, +4/+5/+10 arc damage*

** Numbers listed with /slashes refer to the weapon's stats per charge level: level 1/level 2/level 3.*
*** This refers to the time it takes to charge the weapon to level 2/level 3.*

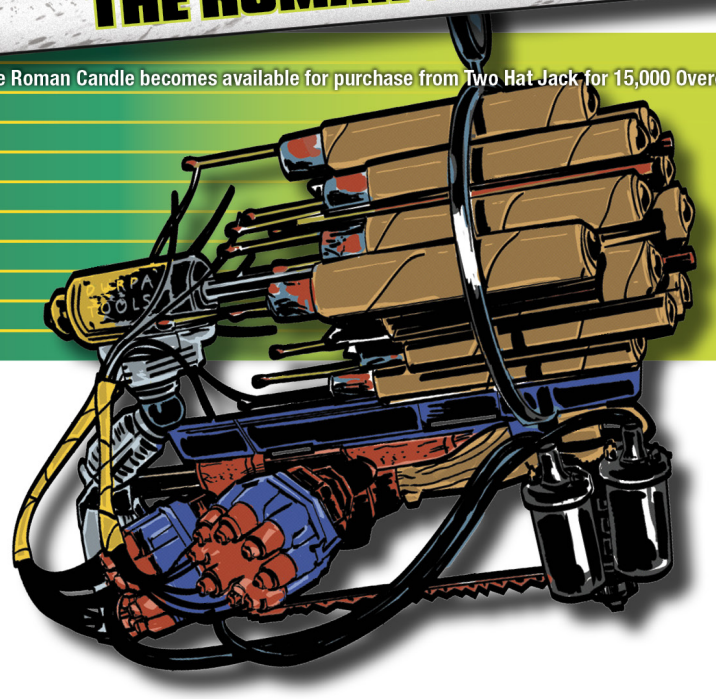
You can charge up the Dude by holding down the fire button for up to 2.5 seconds; at level 5, it takes the weapon less than 2 seconds to produce a full-strength hit. At any level, the Dude fires a slow-moving bowling ball that plows through any target it hits, bouncing off walls and floors it strikes along the way, and doing slight area-of-effect damage as it goes. The longer you charge the shot, the harder the Dude hits. It's a natural boss killer and can be used to knock down entire crowds of enemies as long as they're standing relatively close together.

You can really see the Dude's potential in its Weapon Challenge, as you fire it down the freeway at oncoming hordes of OD, or in night defense missions when enemies are coming at you from down a long corridor. Whenever you have the chance to turn *Sunset Overdrive* into a bowling simulator, the Dude is the weapon for the job.

You can wring a little bonus damage out of the Dude by tapping the fire button twice when you launch a charged shot. You'll immediately follow up the charged shot with a weaker one, which can be a useful way to double-tap big enemies like Spawners.

THE ROMAN CANDLE

Category	Automatic
Acquisition	After you complete "Big Trouble in Little Tokyo," the Roman Candle becomes available for purchase from Two Hat Jack for 15,000 Overcharge.
Base Capacity	125
Base Damage	21
Ammo Pickup	75
Effect	Explosive
Effectiveness	OD 4, Scabs 4, Robots 2, Bosses 2
Level 2	+25 capacity, Amp slot
Level 3	+25 capacity, +6 damage, +0.5 explosion radius
Level 4	+25 capacity, +4 damage
Level 5	+25 capacity, +5 damage, +0.5 explosion radius



A crowd-pleasing alternative to the High Fidelity, the Roman Candle lets you hose someone down with a constant stream of fireworks that detonate on impact, spreading out the damage in a small area. It's a great anti-personnel weapon to have on hand as you travel throughout the city, and the explosions make it an excellent way to dispose of a street full of OD.

The Turret Copter's underslung pistol fires at randomly-acquired targets in the area twice per second, inflicting low but steady damage. A single Turret Copter lasts 18 seconds (28 seconds by level 5), and you can deploy up to three Turret Copters simultaneously, with any you fire thereafter automatically replacing the oldest one.

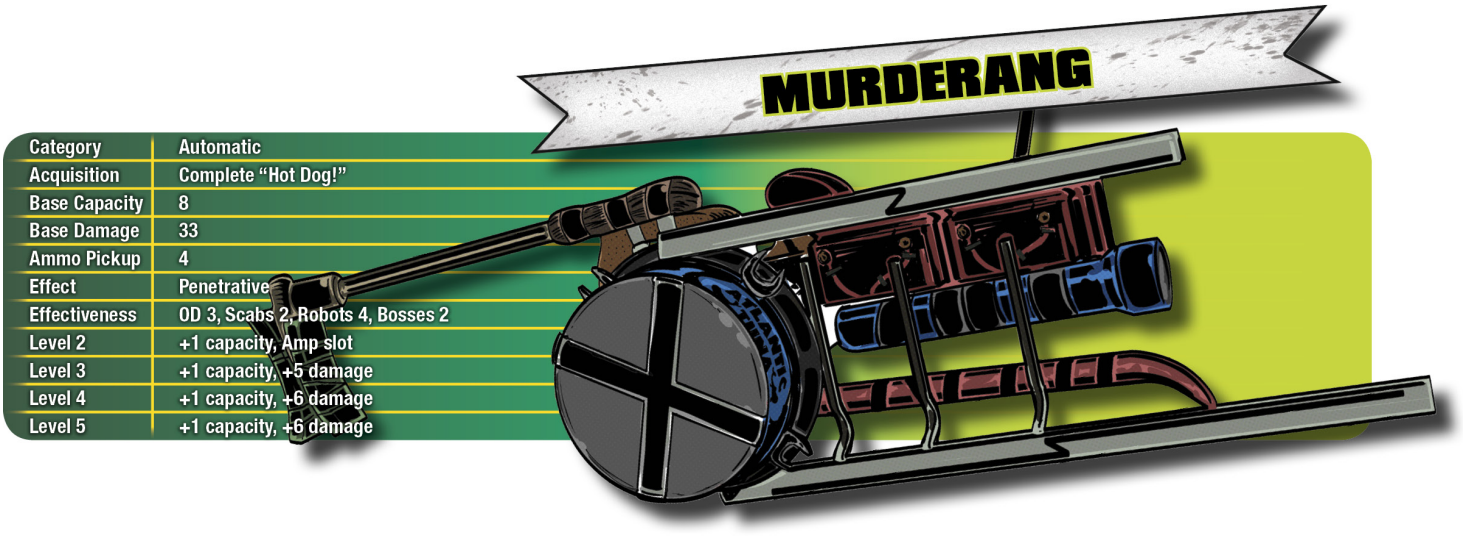
TURRET COPTER

Category	Deployable
Acquisition	Completing "Big Trouble in Little Tokyo" makes the Turret Copter available for purchase from Two Hat Jack. It costs 25,000 Overcharge.
Base Capacity	6
Base Damage	21
Ammo Pickup	3
Effect	Independent targeting drone
Effectiveness	OD 3, Scabs 3, Robots 3, Bosses 3
Level 2	+1 capacity, Amp slot
Level 3	+1 capacity, +4 damage, +4 seconds to duration
Level 4	+2 capacity, +3 damage, +2 seconds to duration
Level 5	+2 capacity, +3 damage, +4 seconds to duration

While an individual Turret Copter's damage isn't particularly noteworthy by itself, having a few running around at your back can be a noteworthy improvement to your damage output, particularly if you're trying to avoid return fire at the same time. There aren't many situations where throwing out a couple of Turret Copters won't help you, and once you've gotten them, it's worth keeping them on your weapon wheel for the rest of the game.

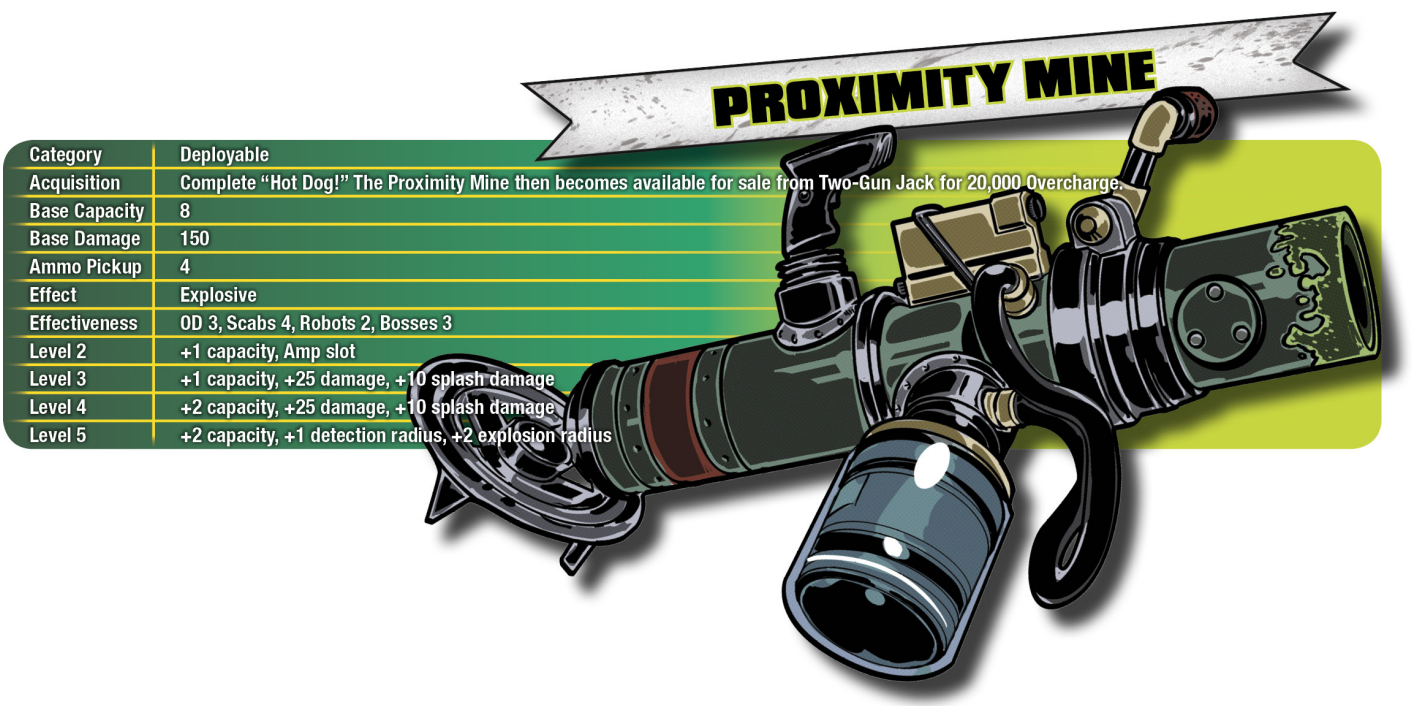
It's worth noting that for missions that require you to score a specific kind of kill, such as the various Buck National challenges, deployables like the Turret Copter will count towards that kill as long as you're carrying out the required sort of motion. For example, an OD that dies to a Turret Copter is considered a Bounce kill as long as you're bouncing at the time.

The projectile from the Murderang is almost guaranteed to return to you, thus proving you loved it all along. The rate of fire on the Murderang is slightly higher than the rate at which Murderangs return to you, so you can run out of ammo for it, but that won't last for more than a couple of seconds. If you equip a Murderang with the Recycler Weapon Amp, its ammo supply is effectively infinite, letting you throw out a constant stream of spinning death boomerangs.



An individual Murderang travels in a straight line away from you towards its target, then describes a slow arc back to you, damaging any enemies it touches along the way. It's surprisingly effective against robots and its ammo efficiency makes it one of the most consistently reliable weapons in your arsenal, but its low damage per individual hit can be a problem. The Murderang works best when you set it up so it'll strike a single target multiple times.

Proximity Mines, when fired, stick to walls, floors, and ceilings. Any hostile opponent that breaches that perimeter gets blown up, consuming the Mine. This doesn't quite have the tactical options you get from Pulse Mines or Turret Copters, but Proximity Mines make up the difference with sheer offensive punch. There's no reason not to set a few of them up near Overcharge vats or barricades, or just to use them as improvised grenades as you explore the city.



A Proximity Mine that sticks to an enemy will detonate on its own after about two seconds, which will never not be hilarious. Use it on Blowers or Gunkers for petty vengeance!

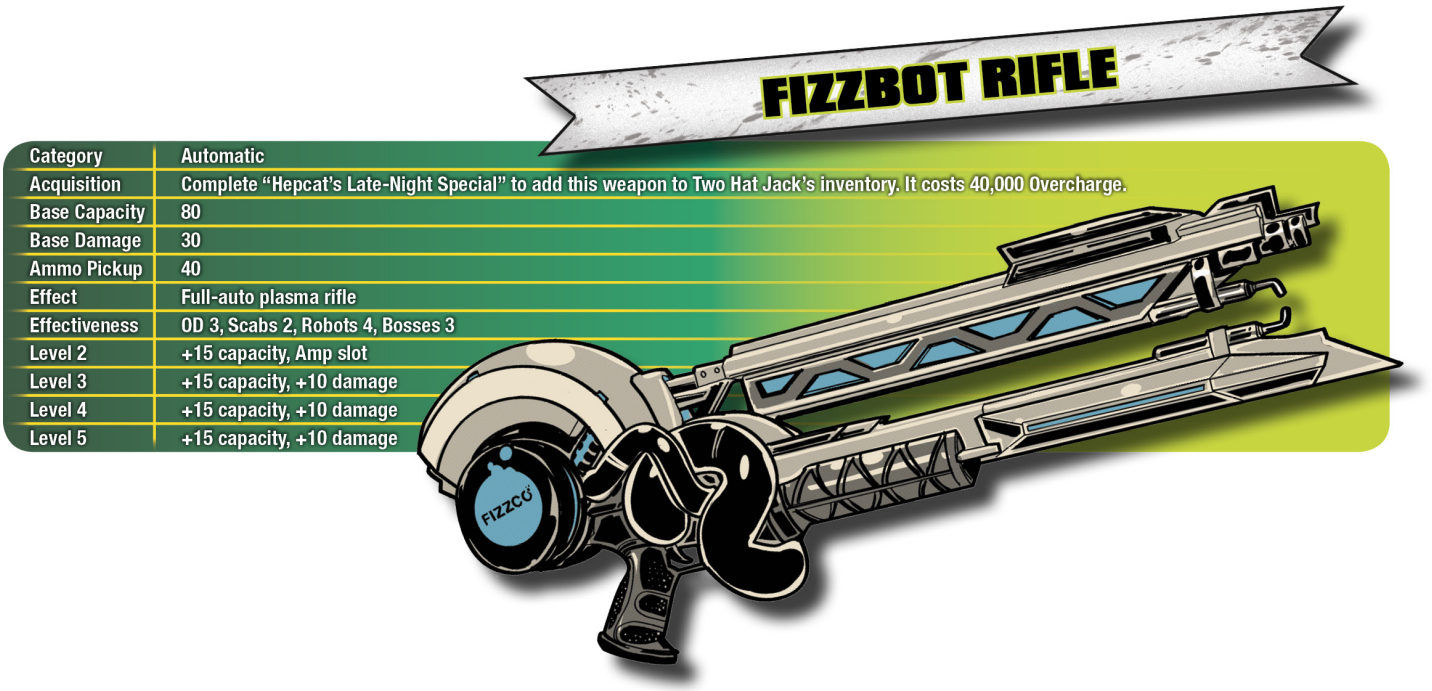
ONE-HANDED DRAGON

Category	Single-Shot
Acquisition	Complete "The Fall of Emperor Norton" to add this weapon to Two Hat Jack's inventory. It costs 10,000 Overcharge.
Base Capacity	16
Base Damage	40 (explosion, 2.5 radius) + 50/second (fire)
Ammo Pickup	10
Effect	Fire damage over time
Effectiveness	OD 4, Scabs 3, Robots 1, Bosses 3
Level 2	+2 capacity, Amp slot
Level 3	+2 capacity, +15 explosion damage, +0.5 explosion radius, +0.75 fire radius
Level 4	+2 capacity, +10 explosion damage
Level 5	+2 capacity, +5 explosion damage, +0.5 explosion radius, +0.75 fire radius

A shot from the Dragon sticks to a target and detonates, inflicting damage and setting the target and any nearby enemies on fire. Its auto-aim and tracking are both surprisingly forgiving, which lets you lob rockets into somebody's face from long distances. It's a great weapon against enemies like Blowers, Muggers, or Scab Tossers, which like to play hit-and-run, but it's nearly useless against Fizzco robots.

You can also deliberately hit walls and floors with the Dragon, creating a short-lived sticky bomb that will ignite anything nearby when it goes off. Unlike the Compensator, the damage from the explosion goes up as the weapon levels, while the fire damage stays roughly the same.

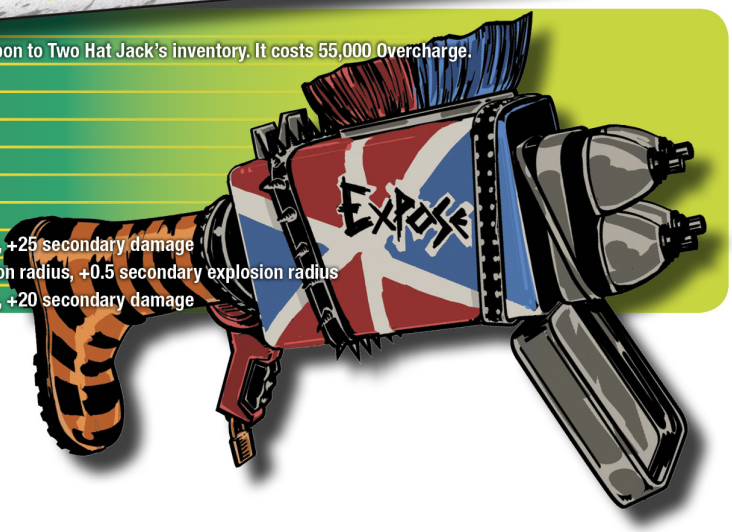
The Fizzbot Rifle is an expensive sidegrade to the AK-FU. Its projectiles have a slight travel time and a lower rate of fire, but against enemy robots, it's like bug spray: point, shoot, and your problems disappear. It isn't anywhere near as useful as the AK-FU vs. Scabs, however.



Once you start spending a lot of time in Downtown, where Fizzco's robots more or less run the streets, the Fizzbot Rifle is an excellent go-to sidearm.

HAIR SPRAY BOMB

Category	Single-Shot
Acquisition	Complete "Hepcat's Late-Night Special" to add this weapon to Two Hat Jack's inventory. It costs 55,000 Overcharge.
Base Capacity	14
Base Damage	100 + 40 x4 (secondary detonations)
Ammo Pickup	8
Effect	Cluster bomb
Effectiveness	OD 3, Scabs 3, Robots 3, Bosses 3
Level 2	+2 capacity, Amp slot
Level 3	+4 capacity, +30 core damage, +1 secondary detonation, +25 secondary damage
Level 4	+3 capacity, +1 secondary detonation, +0.5 core explosion radius, +0.5 secondary explosion radius
Level 5	+2 capacity, +30 core damage, +1 secondary detonation, +20 secondary damage



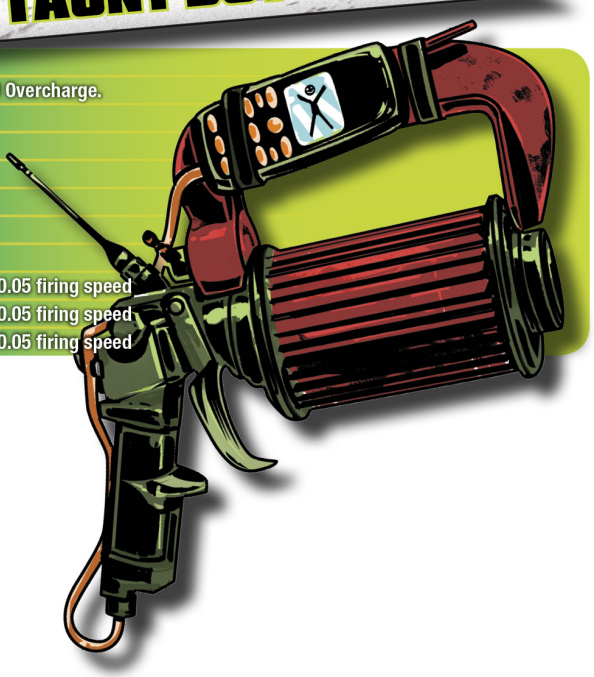
When a thrown Hair Spray Bomb hits its primary target, it explodes, dealing damage and spawning four to seven additional bombs that seek out nearby enemies and also explode. The range on the secondary explosions is fairly short, so if the primary target survived the initial blast, it's usually caught in one or more of the follow-ups.

The TNTeddy frontloads its damage more than the Hair Spray Bomb does and inflicts a longer stun, which makes it a little more useful in Chaos Squad and against larger targets, but the Hair Spray Bomb is amazing for making entire streets full of enemies simply cease to exist. For casual use, the Hair Spray Bomb is one of the best "grenades" in the game.

Once deployed, a Taunt Bot causes any enemies in the area to come after it. It can either zap enemies with a short-ranged electrical blast or hit from long range with a laser, but its primary use is as a decoy. Most opponents will ignore you to go after the Taunt Bot, allowing you to shoot them in the back or set up traps that surround the Taunt Bot's position. You can have up to 2 Taunt Bots active at once; firing a third causes the first to immediately despawn.

TAUNT BOT

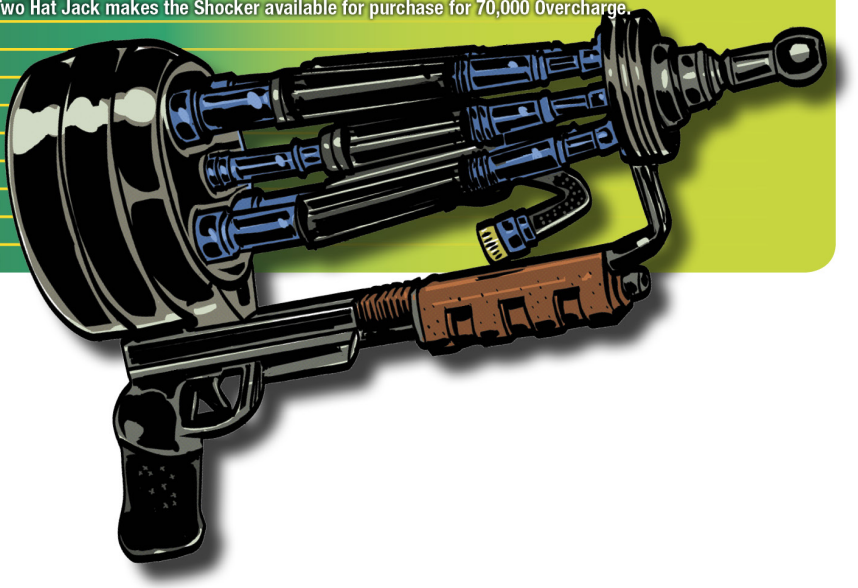
Category	Deployable
Acquisition	Complete "The King's Feast." Two Hat Jack then sells Taunt Bots for 10,000 Overcharge.
Base Capacity	5
Base Damage	35 (ranged), 50 (melee)
Ammo Pickup	3
Effect	Decoy
Effectiveness	OD 3, Scabs 3, Robots 3, Bosses 3
Level 2	+1 capacity, Amp slot
Level 3	+1 capacity, +5 seconds duration, +5 ranged damage, +5 melee damage, -0.05 firing speed
Level 4	+1 capacity, +5 seconds duration, +5 ranged damage, +5 melee damage, -0.05 firing speed
Level 5	+1 capacity, +5 seconds duration, +5 ranged damage, +5 melee damage, -0.05 firing speed



As the weapon levels up, the Taunt Bot's firing speed goes up and it becomes more aggressive, which makes it more useful as a genuine offensive option. Like the Turret Copter, there aren't many situations where deploying a few Taunt Bots won't be helpful, especially if you take the time to protect them with Pulse or Proximity Mines.

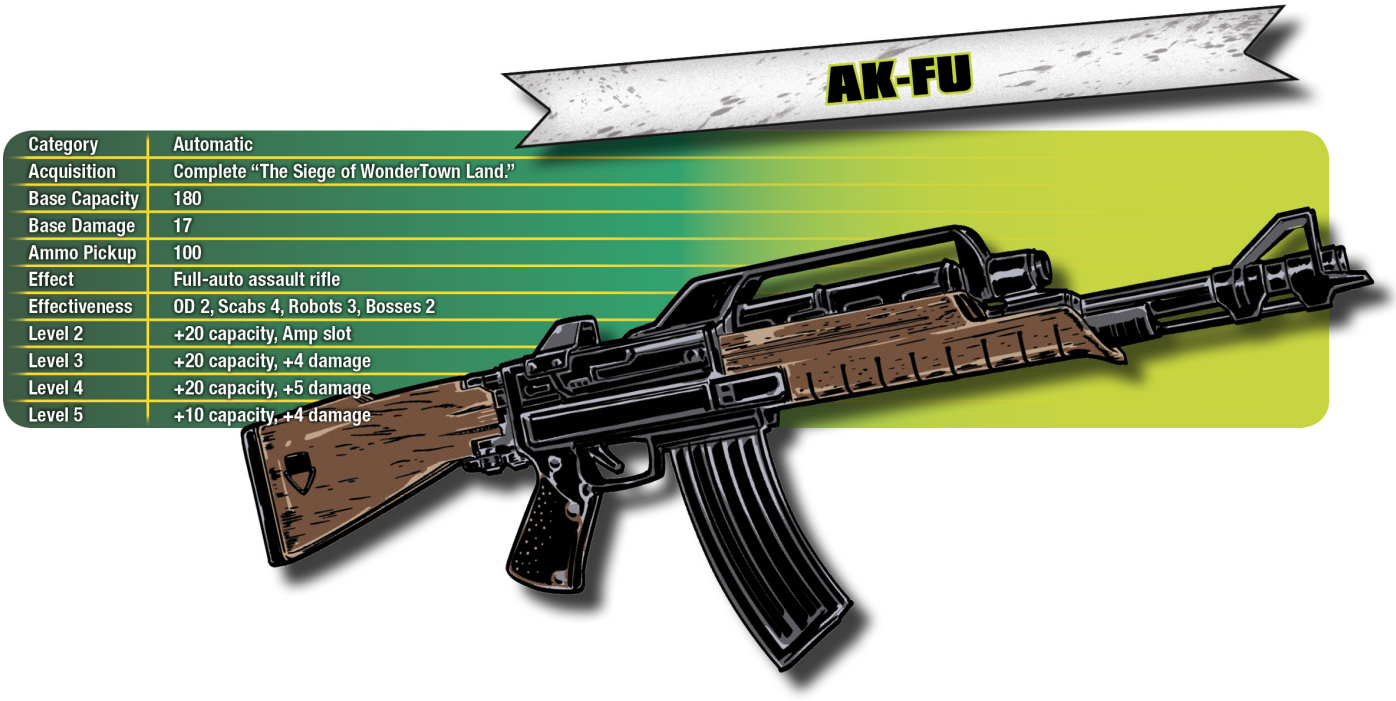
THE SHOCKER

Category	Automatic
Acquisition	Once you've completed "The King's Feast," Two Hat Jack makes the Shocker available for purchase for 70,000 Overcharge.
Base Capacity	200
Base Damage	90/second
Ammo Pickup	125
Effect	Electrify, stun
Effectiveness	OD 3, Scabs 2, Robots 4, Bosses 2
Level 2	+25 capacity, Amp slot
Level 3	+25 capacity, +20 damage/second, +1 jump
Level 4	+25 capacity, +20 damage/second
Level 5	+25 capacity, +20 damage/second, +1 jump



An enemy struck with the Shocker's beam gets stunned and electrified for as long as you keep it focused, dealing damage every second and producing arcing bolts that jump to other nearby hostile targets. Even large enemies like Herkers are subject to the stun from the Shocker, so you can keep one paralyzed and electrified as long as the Shocker's ammo holds out. The Shocker's great for stopping a wave of OD dead in its tracks, keeping enemies at bay during Chaos Squad, or blowing up Fizzco Tank Bots.

There's a reason it's a classic. In a game that's otherwise full of crazy improvised weapons, the AK-FU is "just" an assault rifle, but it does decent damage, fires quickly, and makes a satisfying racket as you hold down the trigger. Once you get it, it's great for dealing with pesky Scabs and for "drive-bys" while grinding.



As with the High Fidelity, the low damage inflicted by each individual AK-FU bullet makes it an excellent method of using on-hit Weapon Amps like Rocket Man or Stun Rounds. The AK isn't an awful gun in its own right, but when you give it a 12% chance per individual round of turning an enemy into a cluster bomb dispenser, it becomes one of the highest-DPS weapons in the game.

SHORTY SHOTTY

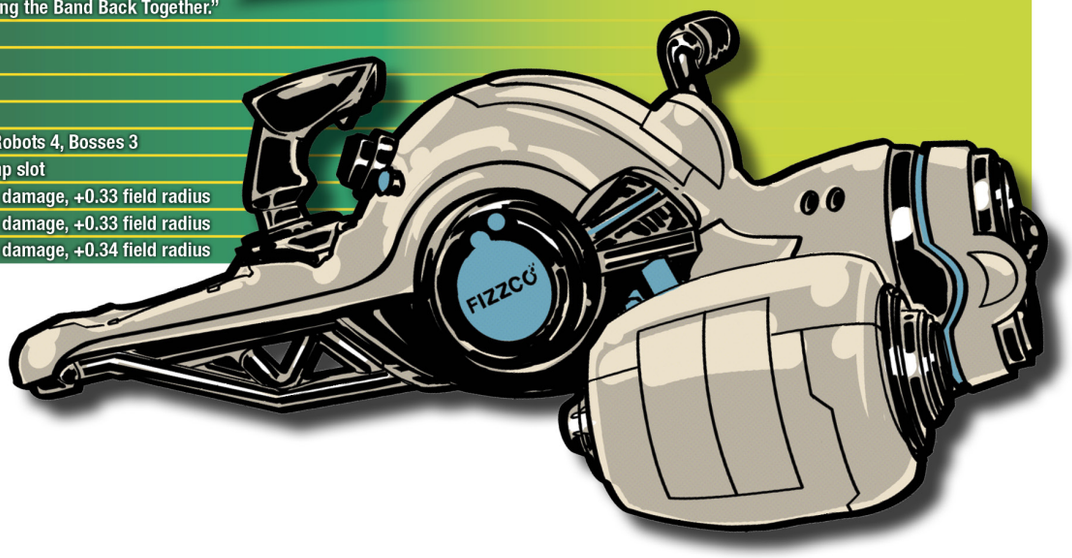
Category	Single-Shot
Acquisition	After you complete “The Siege of WonderTown Land,” Two Hat Jack makes the Shotty available for sale for 20,000 Overcharge.
Base Capacity	15
Base Damage	84
Ammo Pickup	10
Effect	Buckshot
Effectiveness	OD 2, Scabs 4, Robots 3, Bosses 2
Level 2	+3 capacity, Amp slot
Level 3	+4 capacity, +27 damage
Level 4	+6 capacity, +12 damage
Level 5	+2 capacity, +10 damage

As one might expect from a short-barreled shotgun, the Shorty Shotty is an excellent close-combat weapon, but at any range other than point-blank, you’d do more damage if you threw buckshot at a target by hand. Unless you’re right up next to your target, you’re better off using any other gun.

It’s not great against the OD, but it makes mulch out of Scabs and can be useful against Fizzco robots that have invaded your personal space. Each shot has a wide spread, which makes aiming sort of pointless and can take out multiple enemies at once.

PULSE MINE

Category	Deployable
Acquisition	Complete “Getting the Band Back Together.”
Base Capacity	8
Base Damage	85
Ammo Pickup	5
Effect	Damage field
Effectiveness	OD 3, Scabs 2, Robots 4, Bosses 3
Level 2	+1 capacity, Amp slot
Level 3	+1 capacity, +7 damage, +0.33 field radius
Level 4	+2 capacity, +8 damage, +0.33 field radius
Level 5	+2 capacity, +8 damage, +0.34 field radius

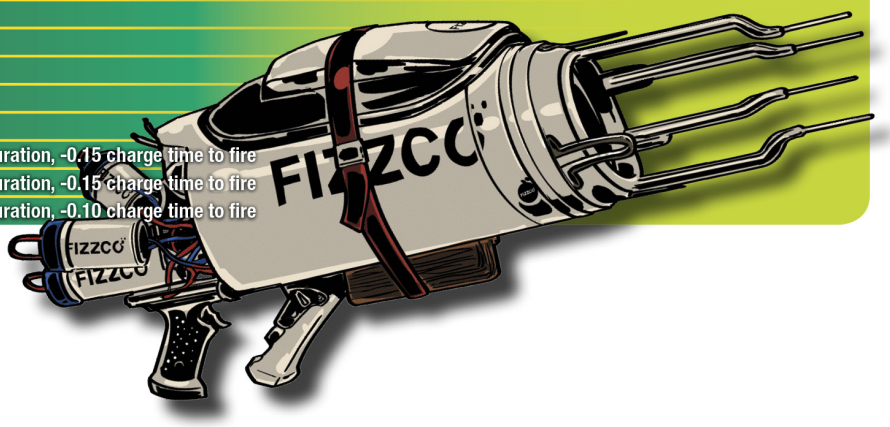


When placed, a Pulse Mine emits a green energy field for the next 15 seconds. The field, well, pulses, inflicting damage to any enemy that steps into it. It’s thus the most effective area-denial weapon in the game. In conjunction with Taunt Bots or the pool of Overcharge formed by the Ahab, you can construct your very own anti-OD bug zapper, mowing them down by the half-dozen as they approach, or use several Pulse Mines to keep enemies off of a survivor you’re trying to save.

You can set up to three Pulse Mines at once, and if their fields overlap, an enemy will take damage from each Mine simultaneously. The Pulse Mine also has no target cap, so you can throw one down in the middle of an oncoming horde and blast a couple of dozen OD at once. This makes it one of the easiest weapons to level, and you shouldn’t be surprised if the Pulse Mine is your first level-5 gun.

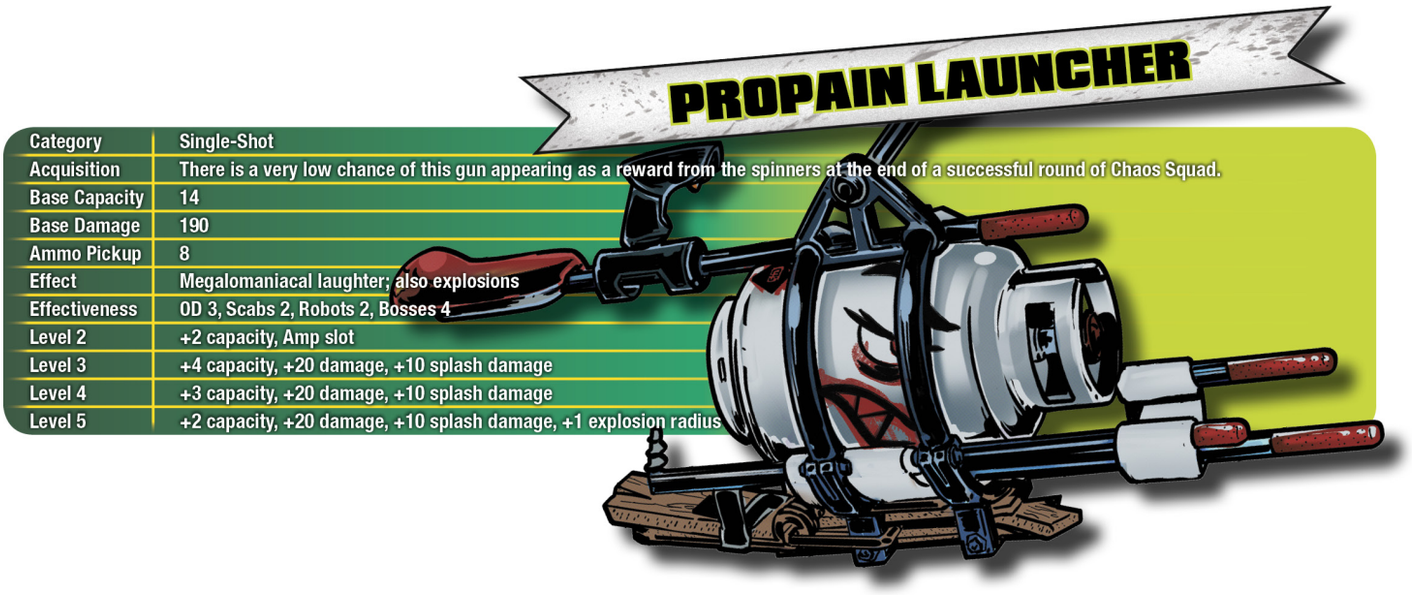
CHARGE BEAM

Category	Automatic
Acquisition	Complete "Getting the Band Back Together" to make the Charge Beam available for purchase from Two Hat Jack. It costs a cool 100,000 Overcharge.
Base Capacity	12
Base Damage	225/second
Ammo Pickup	6
Effect	Flashlight of doom
Effectiveness	OD 3, Scabs 2, Robots 4, Bosses 3
Level 2	+2 capacity, Amp slot
Level 3	+2 capacity, +25 damage, +0.25 beam duration, -0.15 charge time to fire
Level 4	+2 capacity, +25 damage, +0.25 beam duration, -0.15 charge time to fire
Level 5	+2 capacity, +25 damage, +0.25 beam duration, -0.10 charge time to fire



It takes a second to warm up, but once it does, each round in the Charge Beam represents a 2.5-second-long burst of hot plasma that pierces through anything it touches. The Beam will continue until it expires, you let go of the fire button, you take a hard enough hit that your character goes flying, or you pull off any traversal move that interrupts your firing, such as changing direction on a wire.

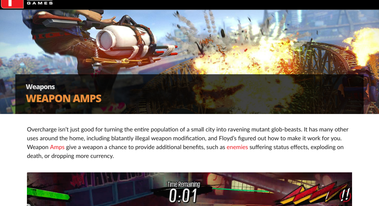
The Charge Beam boasts the highest DPS of any weapon in the game if you can keep it focused on a target for its entire duration, but that can be a tall order in a game that moves as quickly as this one does. What can be fun is to hold down the trigger ahead of time and grind past a crowd, clotheslining them all at once with a single Charge Beam and watching the bodies explode.



Try using any other gun once you have this. Go ahead. Try. This is Sunset Overdrive's equivalent to a rocket launcher. It flings burning tanks of propane wherever you point it, has the highest base damage of any single-shot weapon, and is one of only four weapons in the game that gets a damage bonus against bosses. Herkers drop in six hits with a level 1 Launcher and the hilarity only increases from there.

The Launcher doesn't have a huge ammunition pool, although that doesn't create much of a drawback, since an empty Launcher typically means everything in six square blocks is already dead. It suffers a small damage penalty against both Scabs and Fizzco robots, but this only means you have to fire twice.

The real issue is that the ProPain Launcher is difficult to get, as it's a rare random reward from Chaos Squad. You may get lucky and get it very early in the game, which means you now rule Sunset City with an iron fist, or it may take you a few dozen games before you see it.



Weapons

WEAPON AMPS

Overcharge isn't just good for turning the entire population of a small city into ravening mutant glob-beasts. It has many other uses around the home, including blatantly illegal weapon modifications, and Floyd's figured out how to make it work for you. Weapon Amps give a weapon a chance to provide additional benefits, such as enemies suffering status effects, exploding on death, or dropping more currency.

Once one of your weapons reaches level 2, it acquires an Amp slot, which you can use to install a single Weapon Amp. Any one Amp can only be placed on a single weapon at a time, and when the Amp is active, the weapon will glow appropriately.

You can get Weapon Amps by buying them from Floyd or as rewards from various story missions. In the former case, as with normal Amps, Floyd accepts various collectibles—Fizzle Balloons, Toilet Paper, Shoes, Neon Signs, or Camera Lenses—as collateral towards Weapon Amps.

Each Weapon Amp enters your possession at level 1, and most can be upgraded to level 2. (The exceptions are cosmetic Amps like Bloom and Party All The Time, which are already as good as they're going to get.) For some Amps, an upgrade will require you to make an expensive purchase from Floyd; for others, you'll need to win the upgrade as a reward from Chaos Squad. In either case, a level 2 Amp often represents a slightly higher chance that an Amp will kick in, as opposed to the immediate multiple benefits you get from leveling a weapon. You should not feel convinced that you have to level up a Weapon Amp unless you really enjoy using it.

If you look at some of the entries below, the base chance of certain Amps' activation may seem low. Keep in mind, however, that each Amp has a certain amount of "RNG protection" built into it. Every time you fulfill an Amp's activation conditions and it does not go off, the Amp's chance of activation gains a cumulative bonus until it goes off, at which point it resets to its base probability.

Weapon Amps are optional but often hilarious, and the right combinations of Amps and weapons can lead you to high scores and massive carnage. As with weapons, you should feel free to experiment as you explore the city, as once you have a Weapon Amp, it costs nothing for you to place or remove it from a given gun.

Stun Rounds

Acquisition	Complete "Amp It Up."
Level 2	Purchased from Floyd for 50 Fizzle Balloons.

Enemies struck by fire from this weapon may receive an electric shock, which stuns them for a few seconds. The base chance of getting stunned starts at 13% and can go all the way up to 100%. At level 2, the base chance improves to 16%.

Bear Force One

Acquisition	Complete "Amptastic!"
Level 2	Chaos Squad

An enemy that's killed by this weapon may turn into a primed TNTeddy, which subsequently explodes. This is amazing if you're firing into a tightly-packed crowd of OD—particularly if you're using the TNTeddy gun, which creates an effect we have affectionately nicknamed "Bearception"—but doesn't do any real good against single, isolated targets. It's more fun than anything else, which makes it a good fit for the Awesomepocalypse.

Burn, Baby!

Acquisition	Complete "Midnight Brew."
Level 2	Purchased from Floyd for 55 Toilet Paper.

An enemy killed by this weapon has a base 15% chance to detonate in an area-of-effect blast that can set other nearby enemies on fire. At level 2, the chance it'll occur and the radius of the explosion both increase.

Recycler

Acquisition	Purchased from Floyd for 15 Shoes.
Level 2	Chaos Squad

There's a base 15% chance that a weapon equipped with Recycler will automatically recover any expended ammunition, reloading itself. This goes up to 20% at level 2.

Party All The Time

Acquisition	Purchased from Floyd for 25 Camera Lenses.
Level 2	—

When you kill enemies with this weapon, they explode into a shower of glitter and/or confetti. Imagine their surprise.

Grind to Win

Acquisition	Purchased from Floyd for 20 Camera Lenses.
Level 2	Chaos Squad

A weapon equipped with Grind To Win inflicts a base of 33% more damage while you're grinding, which can go up to as much as 75% more damage depending on your Style level. At level 2 of the Amp, the bonuses go up to 50% and a full 100%.

Fear the Reaper

Acquisition	Complete "Concertpocalypse."
Level 2	Chaos Squad

An enemy killed with this weapon has a very low chance (5-10%) to spawn a bloody Reaper, which attacks nearby hostile targets and inflicts heavy damage. It only lasts a few seconds and doesn't move, so there are always going to be times when something dies in the middle of nowhere and the Reaper just stands there like a dope for a while before despawning, but a Reaper in the right spot can devastate a pack of enemies. A level-2 Reaper has a slightly higher chance to appear (7.5-12.5%).

Rocket Man

Acquisition	Purchased from Floyd for 10 Toilet Paper.
Level 2	Chaos Squad

Being struck with fire from a weapon with Rocket Man may cause the target to spawn a fan-like spread of explosive rockets, which work like the secondary detonation from the Hair Spray Bomb. The chance per hit to activate Rocket Man is relatively low, but when it does go off, you get to watch in awe as an entire street blows up. With the level-1 version of the Amp, you get 4 rockets; at level 2, you receive 6.

Since Rocket Man fires off of individual hits rather than a kill, it's best employed on low-damage automatic weapons like the High Fidelity or AK-FU.

Moving Menace

Acquisition	Purchased from Floyd for 10 Neon Signs.
Level 2	Chaos Squad

While you're grinding or bouncing off of objects, a weapon equipped with Moving Menace does at least 20% more damage, capping out at a 30% bonus at higher Style levels. Level 2 increases the base bonus to 33% and caps it at 50%.

Winter is Coming

Acquisition	Complete "Hepcat's Late-Night Special."
Level 2	Chaos Squad

An enemy struck by this weapon may erupt into a blast of ice, freezing itself and any enemies within a short distance, similar to a Freeze Bomb or the explosion from a dying Gunker. This effect has an internal 2-second cooldown.

Suck

Acquisition	Purchased from Floyd for 25 Toilet Paper.
Level 2	Chaos Squad

Enemies killed by a weapon with this Amp have a higher chance to drop health. At level 1, Suck increases the odds of a health drop by 10% and can go as high as 25%; at level 2, this goes up to 20% and caps at 40%. If you're having a hard time with a new enemy or a particularly nasty stretch of the city, this is a good Amp to throw on high-damage weapons like the Hair Spray Bomb.

Shock Therapy

Acquisition	Purchased from Floyd for 20 Fizzle Balloons.
Level 2	Chaos Squad

An enemy killed by a weapon with the Shock Therapy Amp has a base 15% chance of exploding into an electrical field, shocking and stunning any other opponents caught in the blast. This chance goes up to a base of 20% if you upgrade the Amp to level 2.

Bloom

Acquisition	Purchased from Floyd for 20 Fizzle Balloons.
Level 2	—

Projectiles fired from a weapon with the Bloom Amp will cause flowers to sprout at the point of impact. Floyd's kind of a weird guy.

Hater

Acquisition	Complete "Ferry to Nowhere."
Level 2	Chaos Squad

On hit, an enemy struck by fire from a Hater-enhanced weapon may turn red and essentially switch teams, ignoring you and attacking other hostile enemies in the area. If enough enraged OD get together in the same place, they may get so angry that they literally explode into a cloud of red smoke. Hater has a surprisingly low chance to work, starting at 7% at level 1.

Stylin'

Acquisition	Purchased from Floyd for 30 Shoes.
Level 2	Chaos Squad

Kills with this weapon generate an additional 25% Style. At level 2, the multiplier increases to 40%.

Second Amendment

Acquisition	Purchased from Floyd for 35 Camera Lenses.
Level 2	Chaos Squad

Enemies killed with this weapon have a base 10% chance to drop ammunition for this weapon, which goes up to 20% if you upgrade the Amp to level 2.

Mine All Mine

Acquisition	Purchased from Floyd for 25 Toilet Paper.
Level 2	Chaos Squad

An enemy killed with this weapon may drop Overcharge, even if it ordinarily wouldn't. The chance of it doing so is somewhat rare (it starts at 2% with a level-1 Amp), which makes Mine All Mine less a farming tool and more of a value add.

Twist of Fate

Acquisition	Purchased from Floyd for 35 Fizzle Balloons.
Level 2	Chaos Squad

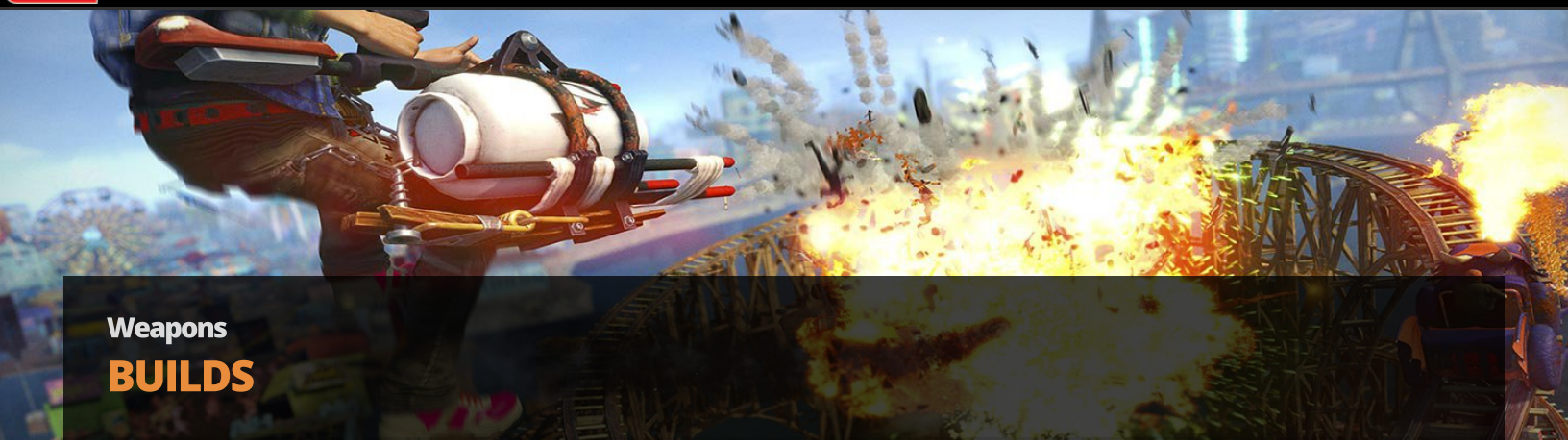
An enemy killed with this weapon may—wait for it—detonate in a two-story-tall mushroom cloud, inflicting heavy damage to all enemies nearby. Yeah.

You have a base 5% (7.5% at level 2) chance of triggering a Twist of Fate and the effect has an 8-second internal cooldown. You'll just be going along, minding your own business, and suddenly you've killed everything on the street. You're now a nuclear power! Congratulations.

Make It Rain

Acquisition	Purchased from Floyd for 25 Neon Signs.
Level 2	—

Hits on enemies with this weapon can make them spawn dollar bills.



Weapons

BUILDS

BEARCEPTION: TNTEDDY + BEAR FORCE ONE

It is our contention that this game needs more bears, and so we present this to you: bears that explode and spawn more bears. Which explode.

HATERADE: HIGH FIDELITY + HATER

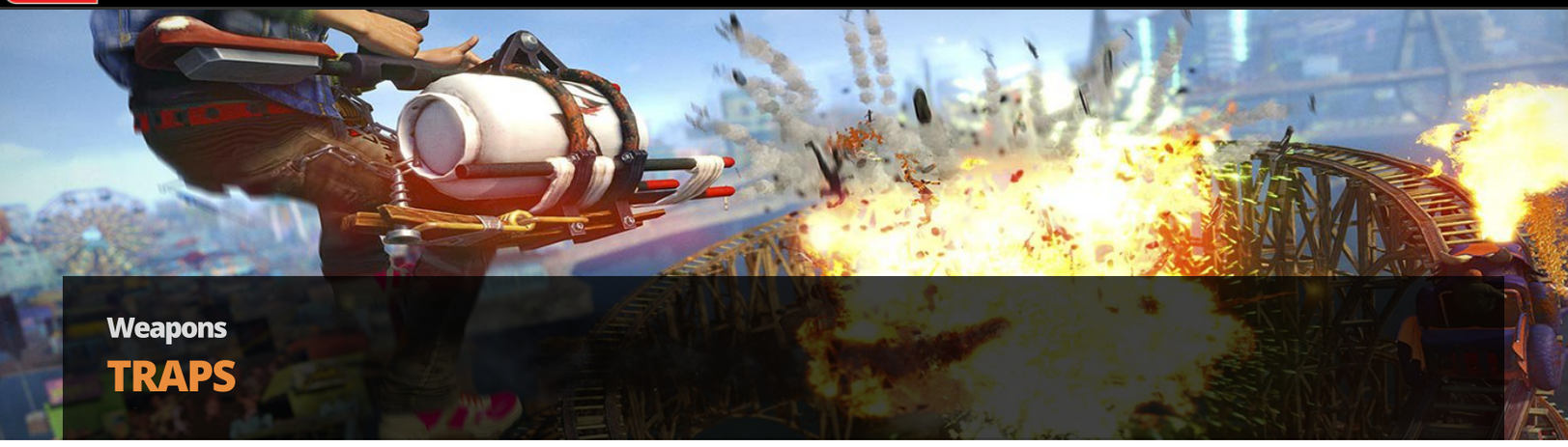
As noted above, the key to getting the most use out of the High Fidelity is to use it with Amps that have a chance of inflicting statuses on hit, and Hater is arguably the most powerful of those options. You can use a Hater-enhanced High Fidelity to overcome Hater's low proc chance, since it can work off the Fidelity's ricochets, and turn an entire crowd of OD against itself at once.

INFINITE MURDER: MURDERANG + RECYCLER

The Murderang already recycles most of its ammunition, but with the addition of the Recycler Amp, it becomes nearly impossible to run out of ammo. You can simply run around the city with the fire button held down, throwing a never-ending stream of Murderangs at anything that crosses your path.

ROCKETCEPTION: HAIR SPRAY BOMB + ROCKET MAN

The Hair Spray Bomb hits. It sends out a cluster of secondary bombs. The enemies killed by those bombs spawn more bombs. Bombs everywhere. More bombs!



Weapons

TRAPS

Floyd's Overcharge vats are like catnip to the OD. At night, when he settles down to cook up a fresh batch of Amps, you must also defend the vats from a nearly endless tide of oncoming mutants.

The first line of defense comes from the barricades Floyd set up, but they won't last long. Your next and best option is to use the local power grid to power up some new defensive measures in the form of Traps.

You begin the game with a few Trap blueprints and can acquire more by completing main Missions and Quests. They can only be deployed during the period leading up to a night defense mission, before you turn the valve, and during night defense missions. You have a set amount of Power to spend on them, which is displayed on the left side of the screen, and you can dismantle a Trap at any time to reclaim the Power it's using.

Traps can be attacked and destroyed by the OD, but in practice, the only enemies that are likely to pose a threat to them are Herkers or the occasional Mugger. Lesser enemies tend to die in droves if they get anywhere near one of them.

You don't actually have to use any Traps at all during a night defense mission, particularly once you have some of the more useful deployable weapons on hand. That said, as Floyd sets up new bases throughout Sunset City, Traps become a vital part of your defense. There's just too much ground to cover and too many vats to defend without having some additional defensive structures in place. Kills with Traps also generate Style, earn Badges, and can provide score bonuses. There's no reason not to use them.

If a Trap gets destroyed by the OD and you replace it, the new Trap enters play with its cooldown reset, allowing you to set it off immediately. This can be very useful in high-pressure situations.

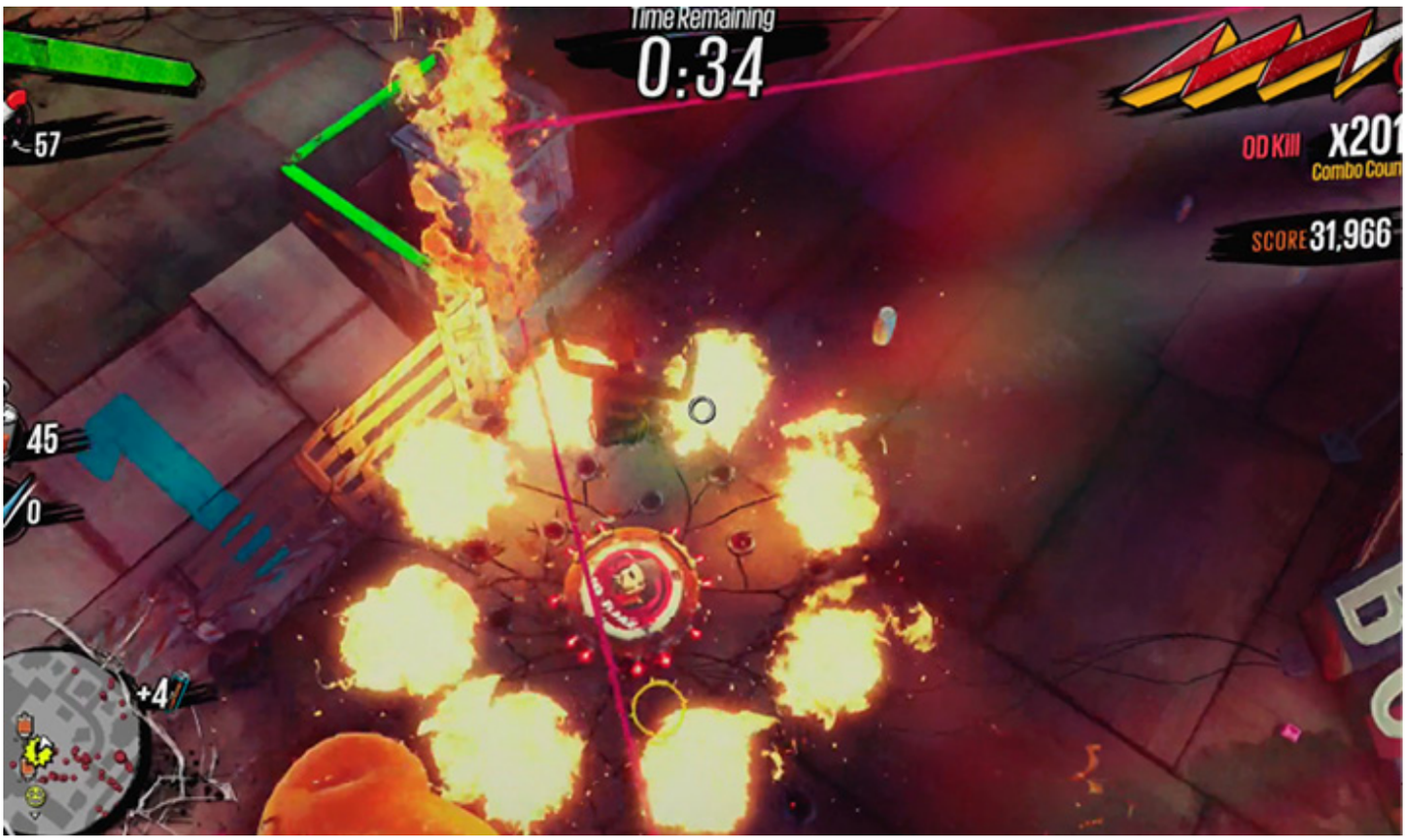
Hack 'n' Slay Trap

Power	**20**
Acquisition	Available from the start of the game.

An OD that strays into the Hack 'n' Slay's range will take a hit or two from its spinning machete blades, but this usually isn't enough to hold them back. It's possible that it's just trying to look busy so you won't unplug it. You really have better things to do with Power than spend it on these.

Pyro Geyser

Power	10
Acquisition	Complete “Up In The Air.”



Bounce on a Pyro Geyser Trap and anything near it gets engulfed in flames. It has a relatively small area of effect and has to be right up next to the action to do any good, but it’s available early on and setting a bunch of OD on fire at once is never exactly a bad plan.

Fling Board

Power	10
Acquisition	Available from the start.

An OD that sets off the Fling Board gets thrown into the air, moving in a shallow arc in a direction determined by the Trap's placement. You can use the Fling Board to set up OD to activate other Traps, such as by throwing them directly on top of a nearby Tesla or Pyro Geyser, or simply toss them off of ledges or back outside. This Trap inflicts no damage.

In single-player night defense, the Fling Board isn't particularly worthwhile, as individual OD come in such high numbers and have such low health that tossing one of them around won't have any real tactical effect. The Fling Board comes into its own in Chaos Squad, however, when even standard OD get enough health and damage resistance that crowd control is more important than raw damage. You can then use Fling Boards to buy time, flinging OD over ledges or behind walls, forcing them to burn valuable seconds to run back to a point of entry.

Señor Freeze

Power	**20**
Acquisition	Complete "Find 4Kim."

By itself, Señor Freeze radiates a short-range cloud of aerosolized nitrogen, instantly freezing any OD that gets close. If you bounce off of it, the cloud becomes much bigger for a few seconds before reverting to its standard radius.

You can use Señor Freeze right next to a barricade to temporarily paralyze a big crowd of OD, buying yourself a few valuable seconds, but in the single-player game, lethal Traps are more cost-effective. Señor Freeze comes into its (his?) own in Chaos Squad, when you're dealing with much more powerful enemies and crowd control is more useful than raw damage.

Grind Cooker

Power	5
Acquisition	Complete “The King’s Feast.”

The key to using the Grind Cooker is to use a lot of them. If you place them close enough to each other, Cookers will automatically be linked with a wire, which allows you to build your own custom rail network throughout your base, which emits a series of fiery explosions on either side of it whenever you grind along it. This is the next best thing to being able to simply build walls of fire.

As a trade-off, the Grind Cooker has the least “health” of any Trap and tends to get destroyed if a Herker so much as looks at it funny. The Cooker is an excellent tool for holding back the initial waves of OD, but once the clock starts running down and the big guys begin to appear, it probably won’t last long.

Tesla

Power	15
Acquisition	Complete “Tastes Like Chicken.”

An individual Tesla Trap fires lightning in four directions when activated, damaging and stunning any OD that's even near the bolts. This is okay by itself, particularly if you fire the bolt through a barricade or down a long corridor, but the real value of a Tesla Trap is when you can set several of them up in a network.

You'll be able to tell if a Tesla Trap is usefully connected to a second one if they're joined by a white dotted line while you're building them. When you place them carefully and make sure they're all linked, setting one Tesla Trap off sets them all off at once.

On stages like the harbor or Downtown where you can take advantage of a Tesla network, careful Trap placement lets you consume half the map with an arcing bolt of lightning whenever you feel like it. This trivializes the later night defense missions in the story campaign, since you can wipe out or at least stun most standard OD with a single blast.

Pandora's Box

Power	15
Acquisition	Complete "The Siege of WonderTown Land."

Despite the name, the worst thing that can happen when you set off Pandora's Box is something that isn't useful right then.

Activating it can spawn Boo-Boo the killer robot dog or a number of pickaxe-waving lawn gnomes that distract and murder any OD they touch. You can also get a bunch of health pickups, a bunch of flaming bowling balls that fire in all directions from the base of the Trap, a ring of flame that radiates out from the Trap's sides, or a massive cloud of red smoke that enrages any OD it touches.

Since most of these options are immediately lethal, Pandora's Box is the only offensive Trap worth using in Chaos Squad defense missions, particularly once your Chaos level edges above 1,000%. If you're lucky, you'll be able to sic Boo Boo or the gnomes on the OD, both of which will kill anything they can reach; if you're not, you'll "just" end up with a bunch of extra health that you will probably need later.

JYA Gun Turret

Power	25
Acquisition	Complete the Quest "Big Brother Sam."

In the same spirit as the AK-FU or Shotty, the Gun Turret is mundane but effective. It has the longest effective range of any Trap you can place, which makes it excellent against Gunkers, Muggers, and Wingers, and will open fire on a single target until either it's destroyed or the target is. It's handy on the Harbor map, since Wingers will often hover over the water and rain fire down on you, and a Gun Turret in the right place can knock them right out of the sky.

Pop Rocket

Power	30
Acquisition	Complete the Quest "The Firework Show."

These work a bit like the Roman Candle does, in that each Pop Rocket turret launches fast-moving fireworks that detonate on impact with a target. Its rate of fire is surprisingly high, and each rocket explodes for decent area-of-effect damage. The Rocket is smaller than other Traps, but unfortunately, this doesn't translate into more flexible placement options.

Siegfried the Great	
Power	**35**
Acquisition	Complete the Quest "The Most Epic Quest for EXP."

When first placed, Siegfried is a lowly peasant of a Trap, bringing his tennis-ball launcher, foam sword, and low self-esteem to bear on any OD that strays within his field of fire. After you feed him some kills, Siegfried levels up into a heavily-armored tank with a tennis-ball Gatling gun and a much healthier outlook on the world.

The biggest problem with Siegfried is that he's most effective once he's leveled, which often takes most of a given defense's duration. If you expect to get your full value out of Siegfried, the best place for him is actually outside the base, where he can cover one or more of the enemy's spawn points and thus level up as quickly as possible. Once he's achieved his final form, there's not much that can stop him.

Enemies

FACTIONS AND ENEMIES

Sunset City is the site of an ongoing turf war between three separate factions, any one of which is happy to turn around and try to punch your ticket. This includes the OD, the mutated remnants of Overcharge's unlucky userbase; the Scabs, roving gangs of crazed survivors who consider automatic weapons' fire to be a casual greeting; and Fizzco's roboticized security force, which advertise the merits of Overcharge while filling the sky with hot plasma.

Enemies

THE OD

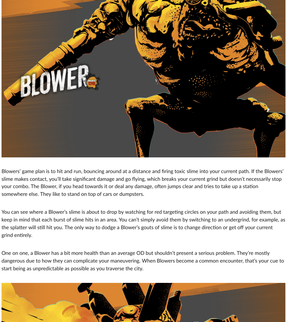
One minute, you're gulping down can after can of a brand-new energy drink; the next, you're a globular orange fiend whose interests include homicide, getting more Overcharge, homicide, punk music, and murder.

The OD are the signature enemy of Sunset Overdrive, and are a growing concern throughout all four districts within the city. They're also the most varied and mobile of your enemies, so you can look forward to running into them everywhere and anywhere, even when you'd think they'd have no way to reach you.

The standard-issue grunts, the run-of-the-mill mutated humans who roam the streets in groups ranging from one to a few hundred, have no particular designation besides "the OD." They show up, they rush you down, and they try to punch your head off your neck.

The OD are cannon fodder, but you should take them a little seriously. Even towards the end of the game, a casual swat from a single OD can strip off a surprising amount of your health, and getting caught in a corner by several of them can send you to the respawn screen in short order. Once you've gotten a feel for how you're supposed to play and are in constant motion, the OD fade into background noise.

If a standard OD is allowed to drink enough Overcharge, it mutates into a Popper. This takes 10 to 15 seconds and is only typically seen if they manage to overturn an Overcharge truck or during certain specific missions.



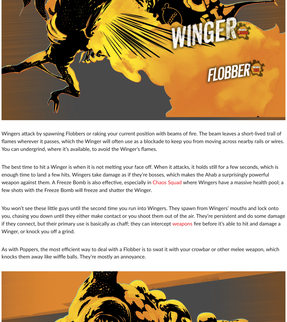
A Popper that sees a target runs at it in a suicide charge, exploding on contact for heavy damage. If one shows up next to you, it's already too late to dodge-roll out of the way, as you'll still get rocked by the explosion. The only way to avoid damage from a Popper that's gotten into melee range is to swat it with your crowbar, which knocks it away from you.

If you spot one at range, Poppers have such low health that you can take them out with just about any weapon. Don't try to kite them, as they move a lot faster than you think.

Blowers' game plan is to hit and run, bouncing around at a distance and firing toxic slime into your current path. If the Blowers' slime makes contact, you'll take significant damage and go flying, which breaks your current grind but doesn't necessarily stop your combo. The Blower, if you head towards it or deal any damage, often jumps clear and tries to take up a station somewhere else. They like to stand on top of cars or dumpsters.

You can see where a Blower's slime is about to drop by watching for red targeting circles on your path and avoiding them, but keep in mind that each burst of slime hits in an area. You can't simply avoid them by switching to an undergrind, for example, as the splatter will still hit you. The only way to dodge a Blower's goats of slime is to change direction or get off your current grind entirely.

One on one, a Blower has a bit more health than an average OD but shouldn't present a serious problem. They're mostly dangerous due to how they can complicate your maneuvering. When Blowers become a common encounter, that's your cue to start being as unpredictable as possible as you traverse the city.



The Blowers are obnoxious, but once their slime pools land, you don't have to dodge them anymore. Gunkers take that to the next level by throwing spiky clumps of ice onto every wire, curb, and rail in the area, even if you're nowhere near them. Making contact with the ice shatters it, inflicting damage and knocking you over. The moment a Gunker's on the scene, the entire area around them turns into an obstacle course.

When a Gunker dies, it explodes into a short-range cloud of ice, just as if you'd dropped a Freeze Bomb there. This will freeze and stun any enemies in the area, which can be a big help during right defense missions. If there are enough other OD surrounding the Gunker, or even other enemies that are fighting it, you can knock them all out at once by deliberately targeting the Gunker.

The first clue you get that a Mugger's in the area is often when it lands on your face. Muggers can cling to walls, and their favored means of attack is to leap on you from overhead for heavy damage. You do receive warning of an impending Mugger dive-bomb in the form of a red targeting reticule, which is your cue to get out of the way as quickly as possible.

Muggers don't count as bosses, but do appear on your minimap as larger-than-usual red dots. You can track their position by keeping one eye on the minimap, then hit them with the Ahab, One-Handed Dragon, or a Freeze Bomb while they're setting up their next attack.

Another fun option is to wait for them to leap, then deliberately plant Proximity Mines or Acid Sprinklers in their target zone. When the Mugger lands, it either explodes or gets doused in industrial solvent.

Wingers attack by spawning Flobbers or raking your current position with beams of fire. The beam leaves a short-lived trail of flames wherever it passes, which the Winger will often use as a blockade to keep you from moving across nearby rails or wires. You can undergrind, where it's available, to avoid the Winger's flames.

The best time to hit a Winger is when it is not melting your face off. When it attacks, it holds still for a few seconds, which is enough time to land a few hits. Wingers take damage as if they're bosses, which makes the Ahab a surprisingly powerful weapon against them. A Freeze Bomb is also effective, especially in Chaos Squad where Wingers have a massive health pool; a few shots with the Freeze Bomb will freeze and shatter the Winger.

You won't see these little guys until the second time you run into Wingers. They spawn from Wingers' mouths and lock onto you, chasing you down until they either make contact or you shoot them out of the air. They're persistent and do some damage if they connect, but their primary use is basically as chaff; they can intercept weapons fire before it's able to hit and damage a Winger, or knock you off a grind.

As with Poppers, the most efficient way to deal with a Flobber is to swat it with your crowbar or other melee weapon, which knocks them away like wiffle balls. They're mostly an annoyance.

Herkers are walking tanks and can appear anywhere within Sunset City. At range, they use their construction-equipment limbs—don't ask—to pick up and throw things at you, ranging from chunks of pavement to other OD. Nowhere is safe. They're also much faster than anything their size has any right to be, and as bosses, they use a different set of weapon vulnerabilities than lesser OD. All in all, they're a headache.

Early in the game, the best way to handle a Herker is to use the Freeze Bomb. A few hits will stun it for up to 12 seconds, which is enough time to set it on fire, then unload the Dirty Harry into the side of its head. This may not kill it, but it'll do enough damage that you should be able to finish it off shortly thereafter.

As you get more weapons, the key to Herker disposal is to hit it as hard as you can, in as many ways at once as you can. Deploy Taunt Bots and Turret Copters for additional damage, lure it into your Proximity or Pulse Mines, set it on fire, douse it in acid, and bombard it with Ahab harpoons or explosives. The Herker has a lot of health, and you have a lot of ways to chew through it. Use them all. There is no such thing as overkill.

By itself, a Spawner is a giant wall of meat that isn't quite as durable or aggressive as a Herker. If you give it an opening in which to do so, it'll run you over with a headlong charge that's difficult to avoid. But the Spawner's primary job is to produce a never-ending number of standard-issue OD from the hatches on its back.

If it takes significant damage, it runs away, takes cover, and starts spitting out even more cannon-fodder to stand between it and you. Keep an eye on it and chase it down before it can furnish itself with reinforcements.

Stay off the ground whenever you can, as the Spawner has no real way to attack unless you're standing next to it. Use damage-over-time effects whenever possible, particularly fire or acid, and keep on top of it. Otherwise, you end up too busy dealing with its OD posse to finish off the Spawner.

Enemies

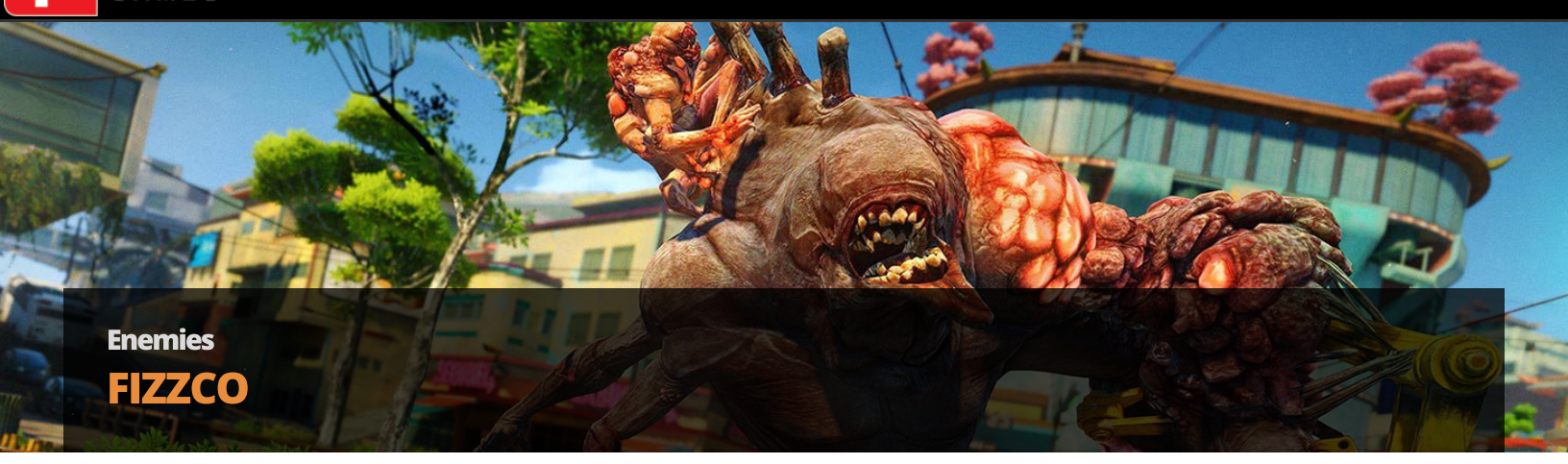
SCABS

You can find roving bands of Scabs anywhere and everywhere throughout Sunset City, usually fighting the OD or Fizzco security, and they're going to be a problem for most of the game. They don't move as quickly or chase you as far as the OD.

Most of the Scabs encountered in Sunset City are Shooters, run-of-the-mill riflemen who blaze away at everything that moves with an AK-FU. If they catch you while you're on the ground, they're amazingly accurate and can run you out of health in seconds. If you're making yourself any kind of moving target, the Shooters can't touch you. If you need to fight Shooters, find something to grind on or bounce off of and deal with them while you're in motion.

The first time you run into the Rushers, they seem almost harmless. You can knock them down, one after the other, with a decent single-shot weapon because they have no real plan besides a screaming, headlong charge. If one's allowed to take a swing at you, she can knock you into next week. Rushers can also use a jet-boosted lunge attack that's easy to avoid, but if they catch you off-guard with it, it can send you flying.

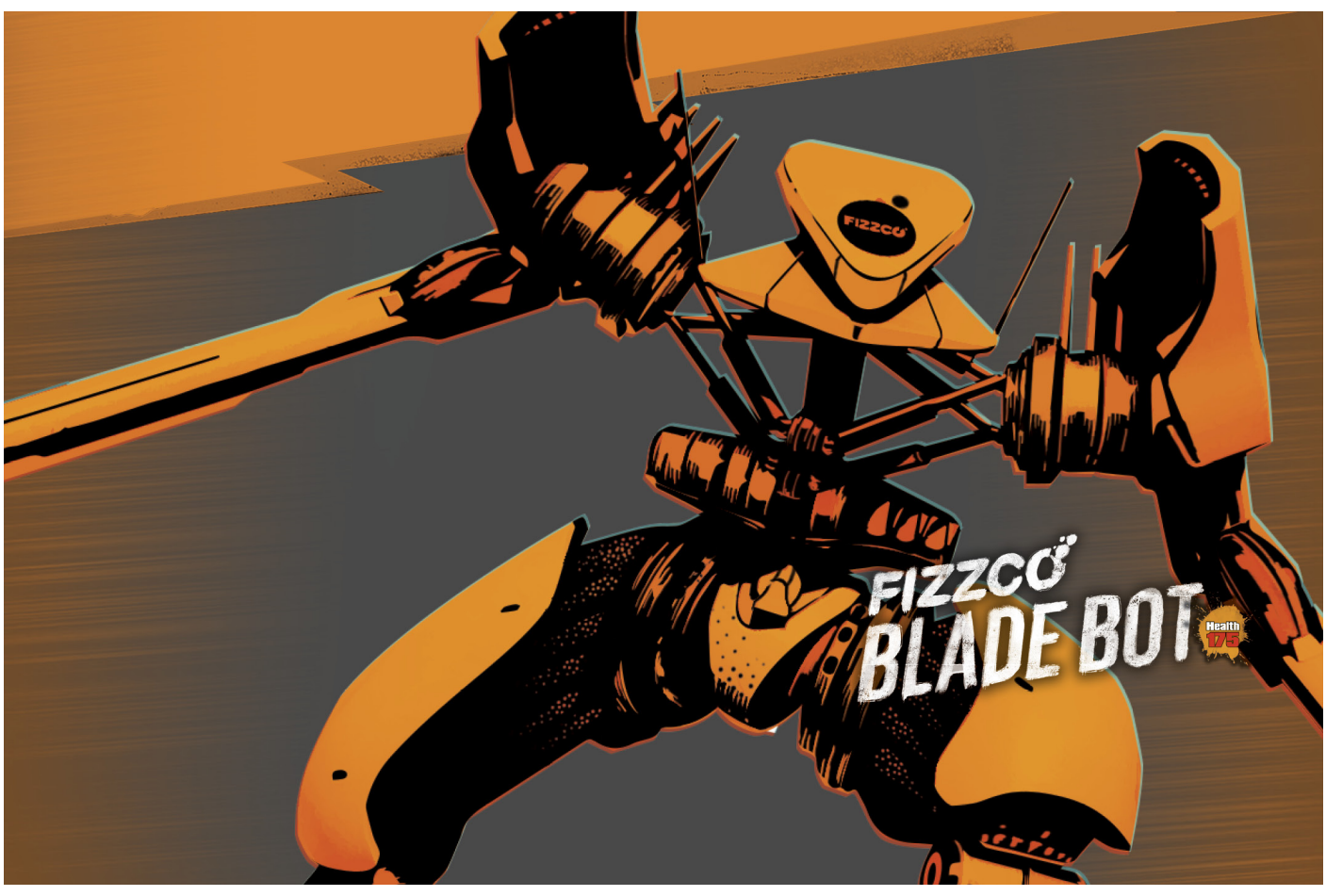
Tossers initially seem a lot like the OD Blowers, in that they target your current location with lobbed explosives. The difference is that Tossers' bombs are actually proximity mines, which means you can't simply deal with them by staying in motion. They force you to constantly move in unpredictable patterns, or else you're going to explode shortly thereafter. Take out Tossers as quickly as possible, before they turn the entire surrounding area into a minefield.



Enemies

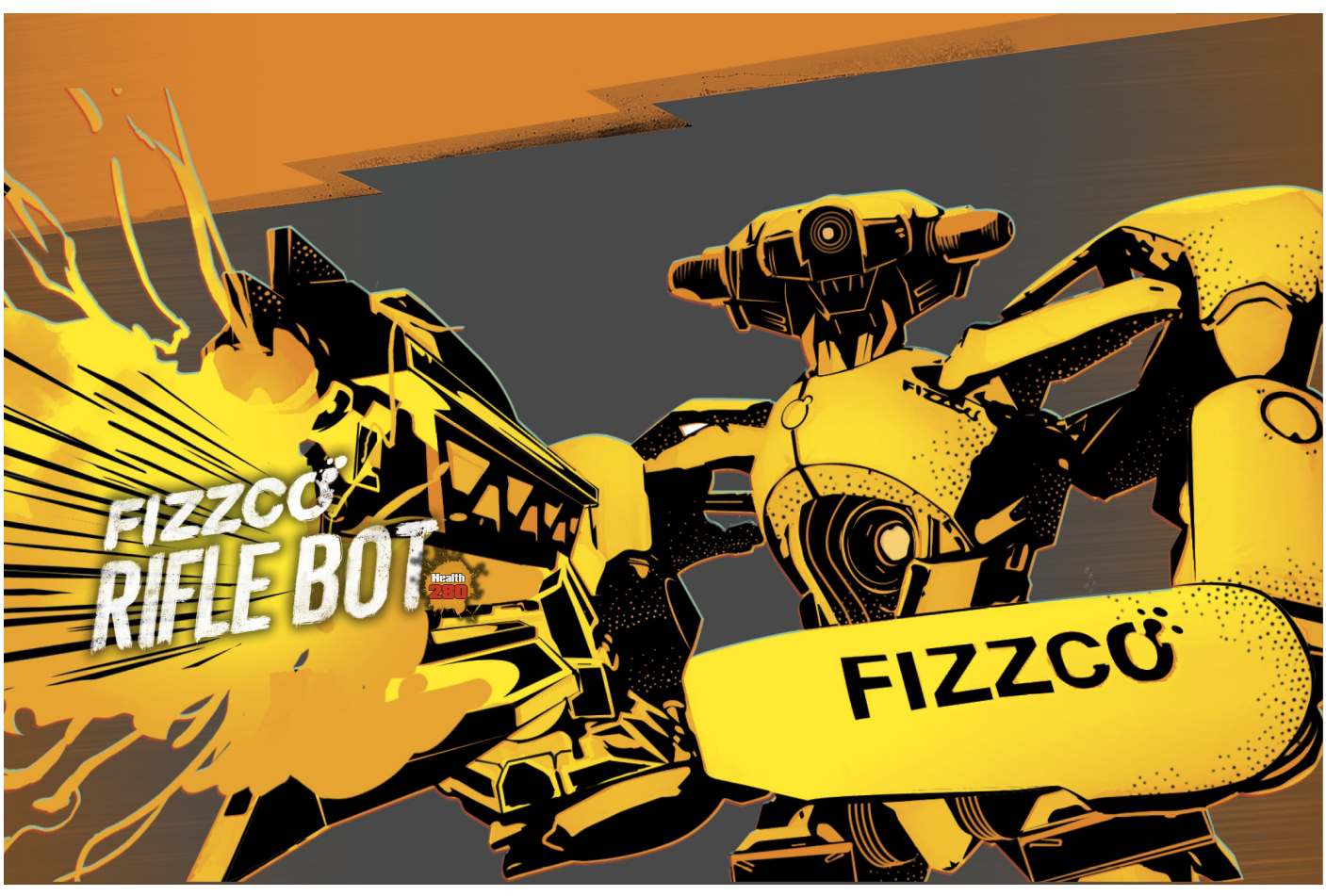
FIZZCO

The same automated security drones that put Walter out of a job are still in operation post-apocalypse, and they virtually control Downtown Sunset City. If you're ever in the mood for your own personal robot apocalypse, head that way and get ready to eat hot plasma.



Like the Scab Rushers, Blade Bots are weaker than their contemporaries, but they are lethal if you allow them to get near you. They're easy to kill, but the Blade Bots are willing to die by the half-dozen on the off chance one of them will be able to take your head off.

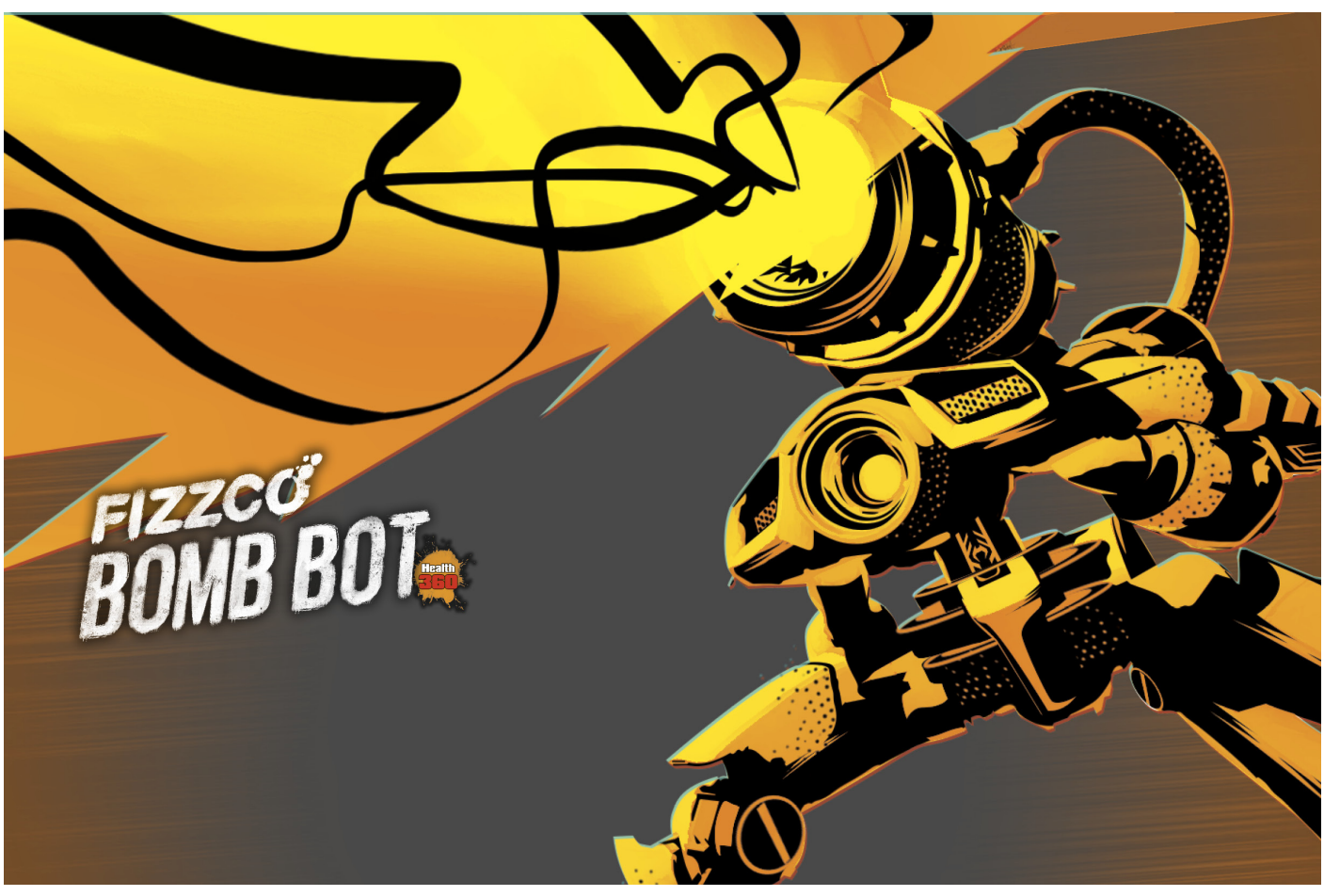
They can throw spinning plasma blades at you from a distance, which are difficult to avoid but do next to no damage. Their primary use seems to be to break your grind.



The Fizzbot Rifle fires relatively slow-moving balls of blue plasma, which are easy to dodge if you see them coming. The problem presented by the Rifle Bots is that they're smart enough to predict where you're going to be and shoot accordingly, so you'll often grind past one only to run directly into their gunfire.

The plasma shots also travel quite a long distance, so if you duck out of a fight with the Rifle Bots and grind away, their shots can still hit you unless you change direction.

The biggest problem the Rifle Bots present, of course, is that they show up in the story missions slightly before you're realistically able to get any of the weapons that work best against them. The Acid Sprinkler and Ahab are reasonably effective until you're able to get the Fizzbot Rifle, Shocker, or even the AK-FU.



These walking turrets can produce pulse mines and fire a powerful plasma beam that hits at long range. Whenever you see them, it's a good idea to make them your top priority; otherwise, they'll knock your head off. They aren't particularly maneuverable, though, so you can shut them down while on the move.

The biggest problem with a Tank Bot is how much space it can occupy. Its primary method of attack is with dual plasma cannons, hosing down whatever it can see with shots like the Rifle Bots', but it also likes to blow up everything within a few yards of it with a storm of missiles. If you see red targeting reticules appear on the ground near the Tank Bot, get out of there because everything surrounding it is about to explode. Finally, Tank Bots can energize grind spots near them, covering them with arcing globes of electricity in much the same way as Wingers' flame attack. If you grind through these, it consumes the globe and does significant damage to you.

Like Herkers, the best thing you can do against a Tank Bot is hit it with everything you can at once. It shares the typical robot vulnerabilities, but it has the highest health of any commonly-encountered enemy in the game and can kill you in seconds if you make a mistake. Deploy Turret Copters and Taunt Bots, use electrical weapons, and stay as far away as you can manage.

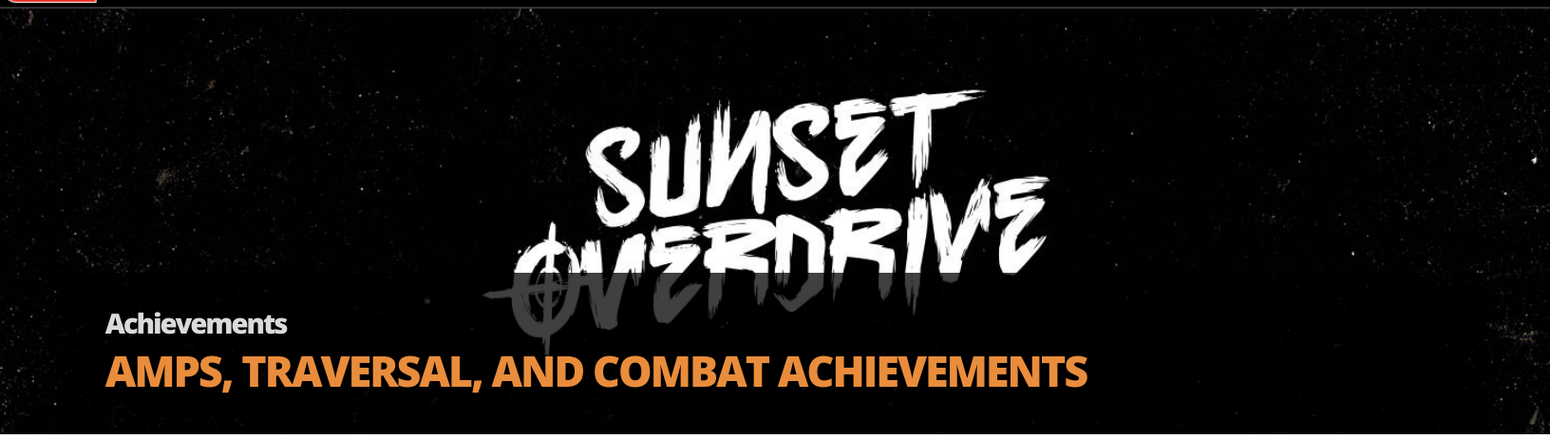
Achievements

CHALLENGE, REPLAY, AND CHAOS SQUAD ACHIEVEMENTS

The Achievements in *Sunset City* are mostly self-explanatory. This first group has to do with optional Challenge trials, Mission replays, and online Chaos Squad multiplayer.

Challenge, Replay, and Chaos Squad Achievements

Title	Description	Gamerscore
A Challenger Appears	Complete 10 challenges with at least a bronze rating.	10
Second Place	Complete 30 challenges with at least a silver rating.	10
The Champion	Complete 50 challenges with a gold rating.	10
Perfection	Complete an optional Night Defense without losing any of your Overcharge.	10
Replay	Replay any Mission and complete it under par.	5
Not the Boss of Me	Replay the final mission and defeat the boss under par.	5
Chaos in the Old Factory	Survive Chaos Squad in the Old Factory District with at least 150 Chaos.	25
Chaos in Little Tokyo	Survive Chaos Squad in Little Tokyo District with at least 325 Chaos.	25
Chaos in the Harbor District	Survive Chaos Squad in the Harbor District with at least 750 Chaos.	25
Chaos in Downtown	Survive Chaos Squad in Downtown with at least 1625 Chaos.	25



Achievements

AMPS, TRAVERSAL, AND COMBAT ACHIEVEMENTS

This section deals with Amps, Overdrives, and general traversal and combat accomplishments. Most of these come with simply playing the game and getting acclimated, but "I Should Get Paid For This" requires mastery of traversals and combat, along with cycling through Buck's tasks as quickly as possible. For more, see descriptions of the Buck Nation vs. the Apocalypse Challenges in the Challenge chapter.

Amps, Traversal, and Combat Achievements

Title	Description	Gamerscore
The Floor is Lava	Chain together 100 traversal moves without stopping or touching the ground.	10
Orange Soda	5,000 OD'd massacred.	15
Orange Soda II	15,000 OD'd massacred.	15
Grind Kills	Kill 100 enemies while grinding.	5
Bounce Kills	Kill 100 enemies while bouncing or while in the air.	5
Trap Kills	Kill 500 enemies with traps.	5
Flung to Safety	Kill 100 enemies by flinging them into danger using the Springboard Trap.	5
Stylish Kills	Kill 500 enemies while at Style Level 3.	5
Grind Melee	Melee 50 enemies while grinding.	5
Let Me Count the Ways	Burn, Shock, Freeze, or Enrage 1000 enemies.	5
Favorite	Upgrade one of your guns to Level 5.	10
Many Favorites	Upgrade ten guns to Level 5.	30
I Like Them All	Upgrade 20 guns to Level 5.	30
Amped Up	Equip five AMPs on your character at the same time.	10
Over-Amped	Earn an Amp upgrade in Chaos Squad.	5
Mixology 101	Collect 20 Amps from Floyd.	10
Out of Stock	Destroy 250 Overcharge XT vending machines.	10
Crash Landing	Destroy 25 Fizzco Blimps just because you can.	10
Badge	Earn a badge.	20
Overdrive	Unlock an Overdrive.	20
More Overdrive	Unlock at least one Rank 4 Overdrive.	30
I Should Get Paid For This	Beat Insomniac QA's high score of 534, 080 on the Challenge "Episode 3 - Buck's Revenge."	25

Achievements

EXPLORATION AND DISCOVERY ACHIEVEMENTS

These Achievements deal with collection completion. There are 150 collectibles each for Fizzie balloons, TP, shoes, cameras, and neon signs, along places to find high points, tag spots, eavesdropping locations, and smartphones. As for "Going to Need a Bigger Closet," if you complete most of the game's Missions, Tasks, and Challenges, you'll have more than enough cash to purchase all of Calista's vanity items.

Exploration and Discovery Achievements

Title	Description	Gamerscore
Intel	Collect all 40 Smartphones.	10
Explorer	Find all 20 secret sightseeing locations in Sunset City.	10
Big Brother	Destroy all 150 Fizzco security cameras.	10
Wire Tapping	Eavesdrop on nine conversations by hacking into satellites.	10
It's Art, Ok?	Deface 40 billboards with graffiti.	10
Shoe Closet	Collect all 150 shoes hanging from wires.	10
What's Your Sign	Collect all 150 Overcharge hologram signs.	10
Hot Air	Collect all 150 Fizzie balloons.	10
Litter	Collect all 150 scraps of toilet paper.	10
Who is Sending These?	Loot 25 emergency supply drops.	10
Going to Need a Bigger Closet	Collect 250 fashion items.	10
Can't Commit	Equip one piece of clothing from each Faction at the same time.	5
The 0.1%	Spend at least 25,000 Overcharge.	10
Overachiever	You earned an achievement.	10
Appreciation	Watch the credits all the way through.	5

Achievements

QUEST ACHIEVEMENTS

These are unlocked by completing particular Quests and Quest chains.

Quest Achievements

Title	Description	Gamerscore
Ultimate Collection	Liberate all the comic books for the comic book collector. (Area 2 Quest)	20
Defender of the Realm	Clear Fargarthia of a hidden evil. (Area 3 Quest)	20
Roleplay While Roleplaying	Reach Level 99 in Ignatius' epic RPG campaign. (Area 4 Quest)	10
Not So Secret Ingredient	Get to the bottom of Fizzco's corporate secrets. (One Quest each during Areas 2, 3, and 4)	25
Vat Pack Rat	Upgrade the Overcharge vats at every Fort. (Vat upgrade Quest for Floyd in every Area)	20
Revolutionary	Take back Sunset City for the misfit survivors. (Four-part Area 4 Quest chain)	20
Equal Opportunity	Complete a Quest from every faction.	15

Achievements

MISSION ACHIEVEMENTS

Minor spoilers can be found in the descriptions for Mission and Quest Achievements, so beware reading further before you've completed the main story. If you have completed the game, you'll naturally unlock all the Mission Achievements anyway.

Mission Achievements

Title	Description	Gamerscore
Oh the Horror!	Survive Horror Night.	30
Dusk Til Dawn	Survive one night at your Fort.	30
Buck National	Become a reality TV star.	20
Plan B	Survive the glider crash and look for another way out of Sunset City.	35
That Balloon	You killed a balloon.	20
Scout's Honor	Become an honorary Troop Member by finding Bryllcream and defeating Norton.	35
Ultra Mega Kill	That was a lot of pigeons.	20
Save Everyone	Save Sunset City from Fizzco's second-most powerful robot.	35
Excalibro	You forged the mythical Excalamune.	20
This is My City Now	You beat the final Fizzco corporate machine.	50